

The #1 Unofficial PlayStation Magazine **ZD** ZIFF DAVIS

Special Collector's Top-Secret Babe Issue

PSX™

Featured Inside:

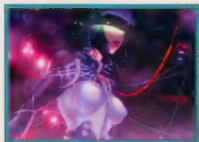
Mass Destruction, Ogre Battle,
Intelligent Qube, Disney's
Hercules, Machine Hunter,
Ace Combat 2, Tecmo Stackers



**Behind-
the-Scenes
Look at
Fox's**

Croc
LEGEND OF THE GOOBOS

**Over
120
PlayStation Games**



**Is Ghost in
the Shell the
Game of
the Show?**

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EX Plus Alpha, Colony Wars, Final Fantasy Tactics,
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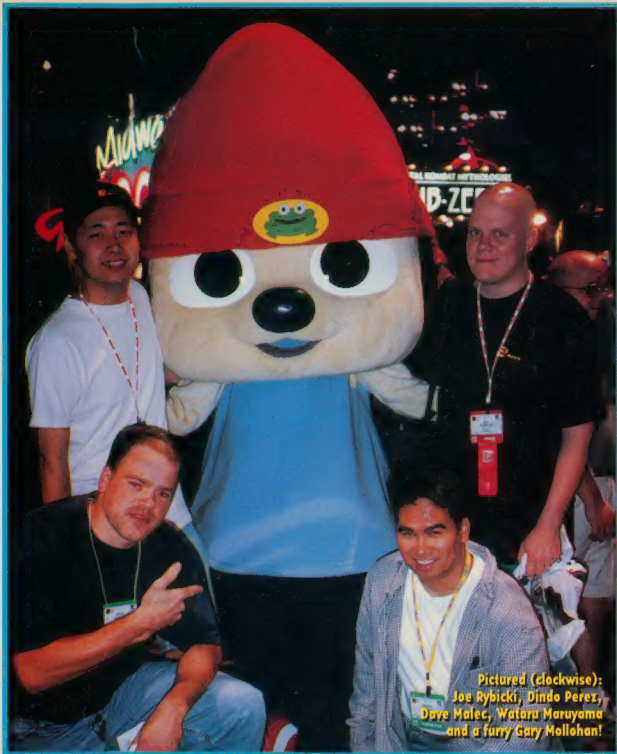
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Pictured (clockwise):
Joe Rybicki, Dindo Perez,
Dave Malec, Wataru Maruyama
and a furry Gary Mollenhan!



My first duty as the new editor in chief is to welcome you to the last issue of P.S.X. magazine. Pretty cool, huh?

Now before you get all misty-eyed and wonder if you could have been more supportive of the mag, you should know that we're not going anywhere. Next month, P.S.X. will resurface as *The Official U.S. PlayStation Magazine* which will be the only magazine officially affiliated with Sony. Each month, every issue will come bundled with a demo CD containing playable game samples for use on your PlayStation game console.

That doesn't mean we short-changed this issue you hold in your hand. There's a ton of games covered in this issue and that's just in our post-E³ wrap-up. The staff is still here giving you the most comprehensive information on the PlayStation console.

On that note, I'd like to recognize the former EIC of P.S.X., Todd Mowatt. He has done a great job getting the magazine to where it is and cementing it as the #1 unofficial source for all things PlayStation. He remains a colleague and will be taking his skills and applying them as news editor of *Electronic Gaming Monthly*.

Post E³ Thoughts

This year's E³ show unveiled no new consoles or upgrades, but what was there was encouraging for PS owners. Lots of diverse software made a welcome appearance in the Sony area and was well represented at the various third-party booths as well.

I was getting a bit worried at the amount of "me too" games flooding the market and while they are still prominent, they aren't dominant. Titles like PaRappa the Rapper, Intelligent Qube, Monster Rancher, Final Fantasy Tactics, Treasures of the Deep, Gunbullet and Frogger represent a wide range of tastes. Some titles that look a bit generic prove to be anything but upon closer inspection, like Ghost in the Shell and Beastorizer (tentative title). Both appear to be reshapes of earlier titles, but the play mechanics displayed in these games are as solid as they are fresh.

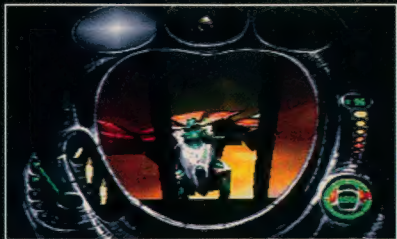
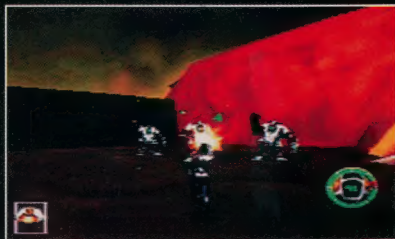
Enjoy the issue and we'll see you back here next month as *The Official U.S. PlayStation Magazine*.

Wataru Maruyama
Editor in Chief

IT THINKS.



THEREFORE IT KILLS.



AND NOW IT'S ON PLAYSTATION.

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Going Postal

12

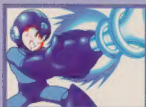
ASIDE FROM THE USUAL STACK OF BILLS AND SUBPOENAS, P.S.X. ALSO GETS A FEW LETTERS EACH MONTH FROM OUR LOYAL READERS.



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16

BAD VIBRATIONS BETWEEN SONY AND INTERACT? CAPCOM'S BLUE BomBER SLATED TO RETURN TO THE PS? FIND OUT WHY.



P.S.X. Rated

20

AS THE MERCURY BEGINS TO FALL, THE GAMING SCENE IS JUST BEGINNING TO HEAT UP! THIS MONTH, OUR REVIEW CREW TACKLES SUCH SCORCHERS AS AIR COMBAT 2, DISNEY'S HERCULES, NHL POWER PLAY 98, TECMO STACKERS AND WARCRAFT II. FIND OUT WHICH ONES MADE OUR TEMPERATURES RISE AND WHICH ONE SIMPLY LEFT US OUT IN THE COLD.



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38

IN ADDITION TO OUR HUGE FEATURE ON THE GAMES OF E³, WE GO A LITTLE MORE IN-DEPTH ON EIGHT MORE EYE-CATCHING TITLES, INCLUDING PSYGNOSIS' MIND-BLOWING SPACE SHOOTER AND SONY'S LATEST PUZZLER. PLUS, LEARN MORE ABOUT THE GAME P.S.X. SELECTED AS THE BEST OF E³-GHOST IN THE SHELL!



P.S.X. Strategy

72

GO FROM ZERO TO HERO IN NO TIME FLAT WITH THE HELP OF OUR HERCULES STRATEGY GUIDE OR HIT THE STREETS IN SF EX.



Tricks of the Trade

80

LIVE LARGE IN PSYGNOSIS' THUNDER TRUCK RALLY OR LINE YOUR POCKETS IN SONY'S WILD ARMS.



WAR GDS



Disney's Hercules



"RULE NO. 95: CONCENTRATE," INSTRUCTS PHIL, HERCULES' DIMINUTIVE ADVISOR, VOICED BY DANNY DEVITO IN VIRGIN'S PLAYSTATION ADAPTATION OF DISNEY'S LATEST BIG-SCREEN MASTERPIECE. RULE NO. 96: CONSULT P.S.X. FOR ALL THE WINNING STRATEGIES AND PASSCODES FOR THIS PLATFORM TITLE OF EPIC PROPORTIONS.

76

E³: Show Me the Games!



50

THIS YEAR'S ELECTRONIC ENTERTAINMENT EXPO (E³), HELD JUNE 19-21 IN ATLANTA, GA WAS SO HOT PEOPLE WERE DYING TO GET IN. FIND OUT EVERYTHING THAT HAPPENED BOTH ON THE SHOW FLOOR AND BEHIND THE SCENES IN OUR SPECTACULAR E³ ROUND-UP.

Croc Legend of the Gobbo

LONDON-BASED DEVELOPER ARGONAUT, BEST KNOWN FOR DEVELOPING STAR FOX AS WELL AS THE FX CHIP FOR NINTENDO, MAY WELL HAVE ANOTHER HIT ON THEIR HANDS. FIND OUT HOW THEIR LATEST GAME, CROC, WENT FROM PET PROJECT TO REALITY.

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THE TASTE OF VICTORY



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CHICAGO SPORTS GREATS BATTLED IT OUT AT THE ANNUAL TASTE OF CHICAGO WITH SONY'S MLB '98, AND P.S.X. NEWS WAS THERE.

BUST A MOVE!



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EXTRA CHARACTERS, EXTRA MOVES, EXTRA CHALLENGE. CAPCOM'S STREET FIGHTER EX PLUS ALPHA HITS THE PLAYSTATION.

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PSX

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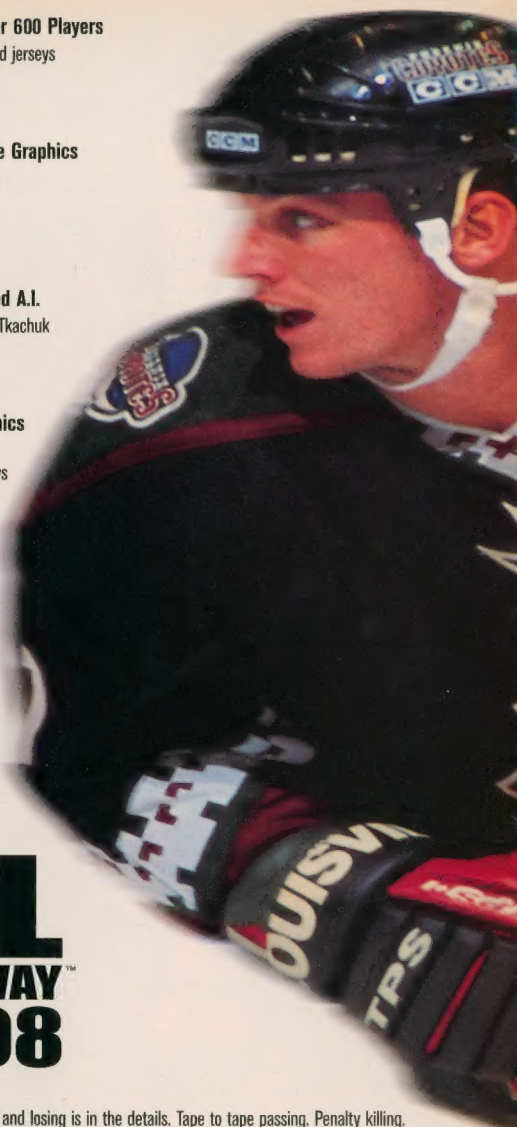
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Small Mail



Going Postal
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I am a big Resident Evil fan, but I can't find a used copy anywhere. I would like to own a copy before the new Resident Evil comes out. I called my local video store and they are trying to find a copy, but they can't seem to locate one. If you know where I can find a copy, I would appreciate it if you answered my letter.

P.S.: Do you have any Resident Evil GameShark codes? If you do, I would like to have them. (By the way, your mag is the best!)

Nathan Childers
Bedford, IN

Capcom has stopped production of RE, but you can look up Resident Evil: Director's Cut which will contain the original game as well as a remixed version.

Wild about Arms

Hi, my name is Patrick Ryan. I need some tips on Wild Arms. I am stuck in the Pleasing Gardens, and I don't know what to do or where to go. I already have some information from talking to another person in the game while I was exploring in the village of Ship Graveyard. I was informed to retrace my path, and at the second crossroad to walk straight through, and to walk back left to find a new path. When I try this, nothing happens and I get stuck.

P.S.: If you can, would you give me more tips throughout the game?

Patrick Ryan
Philadelphia, PA

I think I know what the problem is here. When you reach the second crossroad, go down first and enter the room with a single chest. Now go back up and turn to the left. Doing this will reveal a switch that wasn't there before. Now head to the teleporters and locate the room filled with sand. This should

get you what you need. If you want further hints, check out our July and August issues with an extensive look into Wild Arms.

Final Questions

The PlayStation is the ultimate console! I used to have a Nintendo 64, but I sold it when I realized that most of the games sucked. I went out and bought a PlayStation, and when I played it, I was totally blown away! My allegiance is now only to Sony. Hail to the gods of gaming! Anyway, I have a couple of ultra-important questions. I heard a very disturbing rumor about Final Fantasy VII. I heard that Square was finishing up decoding a certain sub-quest in the game, about the resurrection of a certain character, when suddenly, the big shots busted in, told them that time was up, and shipped the game. I also heard that if the quest was in the game, the ending would be quite happy, instead of ironic, like I have heard so much about. Please say this is just some cruel hoax! I must know!

P.S.: Do you think Square will release a remixed version of Final Fantasy VI? Or any other previous Final Fantasies for that matter?

Brad (Cloud Strife) McAlister
Henderson, NC

Those rumors are untrue and were dispelled by the creators themselves at a recent showing in Hawaii. As for remixed versions, they did one of FFIV for the PS in Japan. It is unlikely that it will appear here. I would also love to see a remixed FFVI (part III domestically), but we haven't heard anything yet.

You're Covered

I would like to have a subscription to your awesome magazine. Please send my sub as soon as possible and bill me. Thank you.
Greg Ciallella
Hermitage, PA

Starting with the first official issue of the PlayStation magazine next month, you will finally be able to subscribe to our fine mag.

Looking for Wild Arms tips and strategies? Check out issue #15.



HEAD
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MARVEL SUPER HEROES

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your favorite hero or villain - Wolverine, Spiderman, Magneto, Captain America, The Incredible Hulk and more. Master all their prolific powers, lethal moves and multi-hit combos (with each blow animated in such detail you'll flinch in pain!) Marvel Super Heroes. All other fighting games are mere mortals.



IN
:06 SECONDS,
THE COMPUTER
PILOT IN
ACE COMBAT 2
WILL SEND
YOUR JET
CRASHING
TO EARTH.

YOUR EGO
WILL FOLLOW
SHORTLY
THEREAFTER.



Uh-oh.

ACECOMBAT 2

SUPERIOR ENEMY INTELLIGENCE



all the **hottest** stories, gossip and latest

the **TASTE** of victory

Chicago sports greats battle it out in MLB 98 tournament

The Players

(right) Harper and Chelios go head-to-head. A mike and speakers were provided so the crowd could hear all the trash talkin'. (below) Savard and Chelios hit the ice in FaceOff.



Some of the biggest names in Chicago sports recently gathered at the Taste of Chicago, the largest annual event in the United States, for an event co-sponsored by Sears Funtronics and Sony Computer Entertainment America. In front of a crowd of enthusiastic onlookers, members of the Chicago Blackhawks and the world champion

Chicago Bulls battled it out in an informal MLB 98 tournament. All the action took place in an impromptu living room, complete with recliners and a big-screen TV.

Game one pitted fellow Blackhawks Keith Carney and Dennis Savard against one another. Carney, playing as the White Sox, jumped to an early lead, but the Savard-lead Cubs battled back. The game ended in a 1-1 deadlock, as Savard futilely begged to go "just one more inning."

Game two was the day's most hotly

contested, as two-time world champion Ron Harper clashed with Blackhawks all-star Chris Chelios. Chelios took an early 2-0 lead, but fan-favorite Harper battled back. In dramatic fashion, Harp smacked a three-run homer in the last inning to defeat Chelios 6 to 5.

Still stinging from his loss to Harper, Chelios then took on a member of Chicago-area rock group Filter, who was on-hand representing a local radio station, in the most bizarre match-up of the day.

As a reward for enduring the July heat, fans were rewarded with Sony T-shirts and sports memorabilia signed by the athletes participating in the event.

All of the participants gave MLB 98 high marks, and several were seen later in Sony's VIP tent checking out other titles in Sony's sports lineup. Harper couldn't resist the opportunity to skipper the Bulls against their NBA Finals opponents, the Utah Jazz, in NBA ShootOut 97. More at home on the ice, teammates Chelios and Savard went at it in a spirited game of NHL FaceOff 98.



Nowhere to Rumble

Interact recently announced that their new controllers, the Barracuda Dual Analog Controller and Rattlesnake Racing wheel will not incorporate the "rumble" feature as previously planned. Interact states, "Due to certain legal and technical issues, Sony has not authorized the software development community to utilize the vibration protocol." They have stated that they will release compatible controllers when there is protocol to support them.

Capcom is given the green light to bring over their latest offering, Mega Man X4 to the States

The Show-out Games has finally concluded with a happy ending. Sony has approved Mega Man X4 for domestic release. Fans of the series will no doubt be jubilant as this latest installment has some of the sharpest effects yet in the console history. It plays pretty good too, so you won't find us complaining. Look for this game to be released some time between September and October.

Sony has recently signed a multiyear contract with the NBA to become an official sponsor. As an official sponsor, they will have the right to use





GT Acquires SingleTrac

Before the E3 festivities could officially begin, GT Interactive was already grabbing headlines. In a short speech during their pre-show party, GT Interactive president and CEO Ronald Chaimowitz announced the company had acquired Salt Lake City-based hitmaker SingleTrac only hours before.

SingleTrac, responsible for such hits as *Twisted Metal* and *Warhawk*, has been developing titles for the PlayStation since its release and is renowned for their 3-D programming skills as well as their character-driven, cinematic story lines. What made



the news particularly surprising was SingleTrac's announcement, made only weeks before, that they would no longer rely on Sony to publish their games, instead opting to publish them under their own banner.

GT Interactive experienced explosive sales growth in 1996, making them the number-two software publisher (second only to Electronic Arts) in the world.

The first fruit of the pairing will be the underwater exploration/combat title, *Critical Depth*, which is due out in November of this year.



The Art of Anime

Art of fighting is one of the many fighting games that SNK is known for and like their other properties such as *Fatal Fury* and *Samurai Shodown*, it has been adapted as an anime movie.

Originally available only in Japan, Aof has finally made the journey via U.S. Manga Corps. The movie follows the story of Ryo and Robert who accidentally witness a mob hit and threaten the plans of Mr. Big. Mr. Big has laid out quite a few surprises for our heroes and starts things off by kidnapping their sister Yuri and holding her as a bargaining chip. Before the boys can reclaim their sister, they have to face Mr. Big's toughest mob enforcer, King!



The latest SNK fighting game-based anime is finally here.

the logos of the NBA Finals, Playoffs and All-Star games in their promotional materials as well as advertising. This deal is good at least up to the year 2000 and is effective for Sony Pictures and Sony Music.

Not content to let the competition gain an uncontested foothold, Sony has given a name to their new location-based entertainment center. Metroon will be Sony's answer to the Gameworks line of entertainment centers which is a joint venture from Dreamworks, Sega and Universal Studios. Gameworks have two such centers open now with more on the way. Metroon will house a 15-screen Sony theater, an Imax theater, an arcade and possibly some retail outlets. If 350,000 square feet of gaming fun sound good to you, make sure you to head down to San Francisco in November of this year.



The most realistic dogfights ever created for the PlayStation™ game console.

Total 3-D polygon environment - fly freely and unload your arsenal with reckless abandon.

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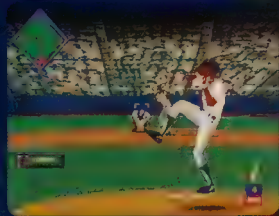
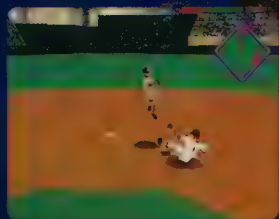


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I

**F HEAVEN IS ANYTHING LIKE
WRIGLEY FIELD ON A SATURDAY AFTERNOON,
THEN DEATH WOULDN'T BE SUCH A BAD THING.**



**MLB
98**

**PROPERTY OF PLAYSTATION
ATHLETIC DEPT.**

PSX Rated

Our Philosophy

At P.S.X., we take great pleasure in not pulling any punches in our reviews. We're of the mindset that honest reviews give good games the respect they deserve while helping to stop bad games from happening. Your letters tell us that you trust our opinions, and we're proud to be one of the few gaming magazines to have earned that trust. In the interest of diversity, we let three reviewers tackle each game independently, letting the main reviewer rate the game in four different categories. Remember, no animals were harmed in the writing of these reviews.

WE HELP STOP BAD GAMES FROM HAPPENING

Our Favorite Games

WATARU

Ghost in the Shell
MLB '98
SF EX Plus α

DINDO

NFL GameDay '98
SF EX Plus α
Gamera 2000

DAVE

Time Crisis
Tecmo Stackers
SF EX Plus α

JOE

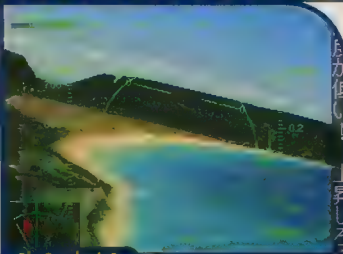
Hercules
Final Fantasy VII
Ultima Online

GARY

Tomb Raider 2
Colony Wars
Ghost in the Shell

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Air Combat 2

CAME OF THE MONTH



DINDO

JOE

WATARU

GARY

DAVE

P.S.X. Rating System

- 01-30** WOULDN'T USE THIS GAME TO LEVEL A TABLE.
- 31-40** DON'T WASTE YOUR TIME OR YOUR MONEY.
- 41-50** NOT QUITE OUT OF THE CELLAR. NEEDS SOME WORK.
- 51-60** AVERAGE. WE HAVE SOME LOVELY PARTING GIFTS FOR YOU.
- 61-70** NICE TRY. WORTH A LOOK, BUT RENT IT FIRST.
- 71-80** BETTER THAN AVERAGE. WE LIKE IT.
- 81-90** VERY GOOD. WELL WORTH YOUR TIME AND OURS!
- 91-100** AWESOME. EXCELLENT. TOP-NOTCH. GO BUY IT NOW.

AIR COMBAT 2



"Far superior to any other flight game on the PS."

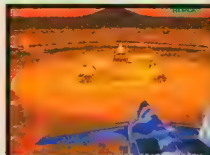


Namco has come up with a way to make Air Combat even better. This new installment looks and plays far superior to any other flight game on the PS console.

Like its predecessor, you enter missions that you have to complete in order to advance to other related missions. The missions are more descriptive and more difficult. In Air Combat 2, depending on how successful you are on your missions, you can receive medals and ranks (promotions). Also, you can acquire more advanced fighter planes not seen in the previous game. Furthermore, if you complete the game you can access the Extra Mode where you have to replay the missions, but in turn receive other extra planes that you cannot buy in the Normal Mode.

Air Combat 2 has improved its AI on enemy planes. The enemy fighter planes have more realistic evasive maneuvers resulting in excellent dogfights. As I said before, the difficulty has been moved up a notch. Not only do you have the fighter planes to worry about, but there are more ground units, like tanks, missile launchers and guns that you also have to take out. Unlike its predecessor, there is another option you can take to ease up the flak from below or the firepower from other enemy planes: You can hire a wingman that you can specifically assign to what you want him/her to do. It doesn't hurt to have some help covering your butt.

The controls are much tighter than before and more responsive. If you plan to play this game and have the full effect of the flight mechanics, I would recommend the analog stick or pad.



ENDINGS

If you succeed in doing well on your missions, you will access an extra mission. In this mission you will have to destroy a submarine and its surprise. If you succeed you can see the real ending???

dindo

Developer: Namco Publisher: Namco
of Players: 1 Type of Game: Flying/Shooter Analog Support: Yes

98

Graphics

92

Sound

90

Originality

99

Gameplay

Overall

97

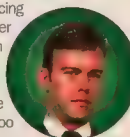
Counterpoints

Not only is Air Combat 2 the greatest flying game for the PlayStation, it's very likely one of the best flying games ever, period. I wouldn't really call it a flight simulator; this game doesn't bore you with the mundane elements that PC flight sims include, like tedious takeoff regimens and navigation and communication controls. Air Combat 2 is more of an air-based action game, similar to Top Gun for the old 8-Bit NES. Still, the Expert control setting is extremely realistic, as are the graphics and sound effects. The missions are brilliant, forcing players to hurtle down narrow trenches and branching ravines in pursuit of the enemy. Although the game is a bit short, multiple mission choices ensure that it's never the same game twice. Buy it!

Dindo really nailed this one, but then again, he should have; he was glued to Air Combat 2 for a week, forcing anyone else starved for a good flight sim to play it after hours. Air Combat 2 surpasses its predecessor in every way, making it the best flight sim available for the PlayStation. The graphics are unbelievable, and the dead-on analog control provides the perfect excuse to go out and buy Sony's new Dual Analog Pad. It's too bad the American version of the pad will not have the force feedback found in its Japanese cousin, which actually enhances the gaming experience quite a bit. The ability to give specific orders to your wingmen is a unique option and one I'd like to see other companies explore.



joe



gary

Mortal Kombat Mythologies: Sub-Zero. Arriving October nineteen ninety-seven.

*Soon you'll meet
the root of our evil.*



Mortal Kombat® Mythologies: The Adventures of Sub-Zero™
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MORTAL KOMBAT MYTHOLOGIES
SUB-ZERO

OGRE BATTLE

"This game is strangely addictive..."

Joining the ranks of strategy role-playing games is Atlus' Ogre Battle, offering an unusual mix of large- and small-scale warfare. This game is strangely addictive, considering that the player actually has much less control than in other such titles. Play is largely devoted to equipping and positioning various units; all the actual combat is conducted automatically, giving players only the option of adjusting the fundamental strategy, retreating from the fight, or using one of a series of Tarot Cards. These cards are awarded when the player liberates a town, and can be used for a wide array of magical effects.

The goal of the game is to reclaim entire maps from the evil Empire by visiting towns and temples and then defending them from the enemy's advances. Each map also has a Boss which needs to be defeated in order to move on.

One of the more interesting aspects of the game is the realtime day-and-night cycle. Certain qualities cause a character to fight better at night than during the day, and vice versa.

The game is quite large, with an amazing number of battles. In fact, players will find themselves having to fight the same enemies many times, since battles often end before either side is completely obliterated. So players sometimes have the opportunity to pursue a fleeing enemy, and the satisfaction of finally wiping him out.

This game is heavily devoted to strategy, and as such has little action or exploration. This being the case, it may not appeal to every RPG fan. Nevertheless, it is a quality game, one that fans of Vandal Hearts or Final Fantasy Tactics will appreciate.



SPOILS OF WAR:

Most battles end without either party getting wiped out, because the outcome of the battle is based on a set number of damage points. Beware: Damage inflicted by Tarot Cards doesn't count.

Joe



Developer: Atlus Publisher: Atlus
* of Players: 1 Type of Game: RPG/Strategy Analog Support: No

75

Graphics

85

Sound

85

Originality

87

Gameplay

Overall

86

Counterpoints

Strangely addictive? Most definitely. At first glance, though, I honestly wasn't that impressed. Unfortunately, now I have a hard time getting back to work. Battles are fought on a much larger level than other recent titles, with an emphasis on overall tactics rather than individual confrontations. Parties can be rearranged to meet your personal taste and allow you to create an infinite number of combinations. Discovering the best approach to taking over cities and the optimal times to advance the rebels becomes much of the focus of the game. In addition, you must learn when to use the strengths of certain parties over another. Strategists will appreciate the depth involved in this latest release from Atlus.

Although initially a bit put off by Ogre Battle's less-than-stellar graphics, I was drawn in by the ability to lead an entire army into battle. Although some may dislike the fact that battles are conducted automatically by the computer, it actually allows you to focus more on the "big picture"—positioning your units, managing your funds, defending liberated territories and the like. Anyone looking for pulse-pounding action or a gripping story line will want to look elsewhere: Ogre Battle's "hands-off" approach to battles left me feeling a bit removed from the action. With FFVII and FF Tactics on the way, Ogre Battle is in serious jeopardy of being lost in the shuffle. True fans of the genre, however, should at least rent this one.



dave



gary

TECMO STACKERS

"One of the most addictive titles of this genre."



With a recent lull in puzzle game production, you have to wonder if there are any fresh ideas left out there. Tecmo puts an interesting twist on the popular Puyo-Puyo, creating one of the most addictive titles of this genre.

Stackers plays off of the basic principles of Kirby's Avalanche for the Super Nintendo, which happens to be one of my favorites. Falling pairs of colored blocks will need to be matched together in groups of four or more in order to clear them from the screen. Simply clearing one group at a time will not be sufficient enough to defeat your opponent, though. Creating chain reactions will drop a load of filler blocks on your opponent and once the third row has been filled to the top, the match is over. The unique feature is the reaction of the blocks as they are cleared. When a group explodes, the blocks that are touching them will shoot out an extension across the screen. These "feelers" will connect with any pieces of the same color it comes in contact with, causing killer chain reactions to occur.

In addition to the Arcade Mode, you can also practice your combinations in Chain Reaction Mode. Picture a three-story, scrolling column to execute the ultimate chain reaction. Race against the clock in Time Trial Mode to fill the opposite side with filler blocks as quickly as possible. Another innovative feature is the roulette wheel located at the top of the screen. Stop it on your row of choice to turn any filler blocks dropped there into coins. All of that and great music to boot!

Puzzle games are released too far apart for my taste, but I think it was worth the wait. You know, I really like puzzle games.



ALSO TRY:

Super Puzzle Fighter 2 and
Intelligent Qube for other
great puzzle games.

dave



Developer: Tecmo

Publisher: Tecmo

of Players: 1 or 2 Type of Game: Puzzle Analog Support: No

88

Graphics

91

Sound

82

Originality

95

Gameplay

Overall

89

Counterpoints

Let's pause a moment for a brief lesson in puzzle game history. Take Tetris, for example. You spin a block; you drop the block; if it fits, you get room for more blocks.

Simple, addictive, easy to pick up, hard to put down—this was where puzzle games gained their popularity. But as more and more companies tried to cash in on the success of the game while looking for unique "twists" on the genre, the games got more complex, less intuitive, and hence less addictive. This, unfortunately, is the case with Stackers. There are so many different variables affecting the relationships between the blocks that it's extremely hard to predict the results of your block placement. The game's not bad, just too complex for its own good.

In my opinion, the entire falling block puzzle game has gotten a bit stale. Rather than inventing entirely unique puzzle games as Sony did with Intelligent Qube, most developers seem content to put a minor spin on a tried-and-true formula. Such is the case with Tecmo Stackers. Take the play mechanics of Kirby's Avalanche, add the combo insanity of Super Puzzle Fighter 2, toss in some weird tentacles, and you end up with Stackers. Tecmo's "kitchen sink" approach to game development also results in a randomness unforgivable in a puzzle game; you'll often reel off three- or four-hit combos by accident rather than design. The added play modes are welcome additions but aren't enough to salvage Tecmo Stackers.



joe



gary

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DISNEY'S HERCULES

"Never has a game so mirrored its movie counterpart..."

Console games based on Disney characters and movies have ranged from average to inspired. The latest in this line is *Hercules* and it is definitely in the latter. Never has a game so mirrored its movie counterpart in terms of its blending of 2-D and 3-D graphics. The levels benefit from the capabilities of the PlayStation by incorporating pseudo 3-D levels and fully polygonal objects as well as traditional cartoony sprites. I had the good fortune of being able to watch the movie before playing the game and it's amazing how much of the feel and spirit they were able to implement into the game.

The gameplay is old-school platform action all the way, which is the way it should be for a game such as this. *Hercules* has a solid control scheme which is easily grasped and he has just the right amount of special moves and attacks at his disposal. The game is moderately difficult, but uneven in progression of the levels. The first main Boss you encounter is the Centaur in the third level. If you figure out how to stop this guy your first time out, you either deserve a fancy medal or you have the luck of the gods. The majority of the other levels are your basic case of surviving with enough energy to continue, which is easily remedied by the trial-and-error method. There are a lot of secrets to discover throughout the game, including passwords and other helpful items. The game ends on an anticlimactic note which is unfortunately indicative of the balance of the game as a whole.

In the end though, Disney's *Hercules* is a highly enjoyable game despite its problems and is deserving of a spot in your game library.



ALSO TRY:

Pandemonium!
Crash Bandicoot
Johnny Bazoorkatone

Wat



Developer: Disney Interactive Publisher: Virgin
of Players: 1 Type of Game: Platform Analog Support: No

93

Graphics

87

Sound

70

Originality

87

Gameplay

Overall

85

Counterpoints

I agree with Wat 100 percent here. *Hercules* is an excellent title in most ways. Its only main problem is a strange balance. The first few levels seem surprisingly difficult, while the last few are oddly easy. It's as if the designers got tired halfway through and slacked off toward the end. Don't get me wrong: *Hercules* at its highest degree of slack is still better than 75 percent of the games out there. But I really started to wonder when two Boss levels showed up one after another. Still, the level design and the varied presentation of the different levels are simply brilliant. A great game to go with a great movie. Nice job, folks.

joe

After being impressed with the *Hercules* movie, it was good to see Disney follow up with a strong platform release. The excellent blending between the 2-D and 3-D elements really makes for a sharp-looking game. The variety of styles between the different levels gives this title plenty depth, instead of settling for a straight platform game. The general consensus seems to be that *Hercules* could have been either more difficult or a little harder. Regardless, *Hercules* was enjoyable to play and doesn't deserve to be categorized with the troves of mediocre movie spin-offs out there. I suggest checking it out if you get the chance.

dave





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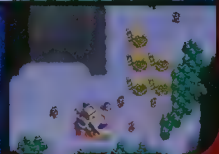
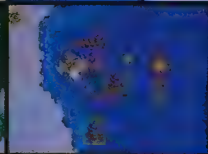
WARCRAFT II

"WarCraft II is a great game—for the PC."

I really hate to have to do this. I mean, WarCraft II is one of my favorite games for the PC, and I almost feel obligated to give the PlayStation version a good score. Almost. See, I know for a fact that WarCraft II *could* be a great game, because the PC version is exactly that. That's why this version is so painful to play.

In a realtime strategy game, the ability to control your units quickly and easily is absolutely essential, but two major flaws in WarCraft II make manipulating your characters far too difficult. First, with the lower video resolution of a console game, the different units are often virtually indistinguishable from one another. The developers apparently tried to remedy this by including a pop-up status menu that shows the name and condition of the unit, but this is shown only when the unit is selected (we'll get to the topic of selecting units in a bit), which means that you can be sure of the identity of only one unit on a map that can include dozens. This can be a major problem when you're trying to pick out archers or other special units from a large group.

The other major problem is that the actual controls are horrendous. The game was designed to be played with a mouse and a keyboard, and the translation to the digital pad just kills it. There are times when precise movements are necessary (to select a moving unit, for example), and it just doesn't happen. And the game doesn't even include support for the analog stick or the PlayStation mouse, either of which would have helped a lot. WarCraft II is a great game—for the PC. I'm sorry to say that I'll have to pass on the port.



TOWER TACTICS:

Once you have the ability, make sure to use your Towers to their fullest potential. Place them on either side of a narrow passage to keep the enemy from invading.

Joe



Developer: **Blizzard Ent.** Publisher: **Electronic Arts**
 # of Players: **1** Type of Game: **Strategy** Analog Support: **No**

50

Graphics

75

Sound

60

Originality

30

Gameplay

Overall

50

Counterpoints

Joe pretty much says it all. Like Joe, I've also loved the PC version and hoped it would be the same on this console, but that wasn't the case. The controls as Joe has mentioned are frustrating. You don't get the quick response as when using a mouse, which this version did not support. Especially in realtime you have to make quick decisions. It's also quite hard when your units are in battle and you have to select an individual unit. Another thing that really needs some attention is the look of the game. Yes, the resolution is not as crisp compared to the PC version, but something could have been done so that you can easily recognize your units. WarCraft II in itself is a great game, but this translation has been done poorly.

I haven't had any contact with the PC version so I'm coming from a newcomer's viewpoint. WarCraft II is a solid strategy game with one fatal flaw, lack of control! The way you move around your cursor and the effectiveness of your commands is extremely frustrating. It doesn't really become a hindrance until you reach the stages where you have to wage full-scale battles, but the real "battle" is getting your army to do what you want them to do. For some reason that boggles the mind, the game does not support the PlayStation mouse peripheral which would have made the game a more enjoyable experience. On a brighter note, the campaigns are challenging and require good strategic decisions and patience. If you can master the controls, WarCraft II is not a bad idea.



dindo



wat



HUMILITY TASTES
A LOT LIKE
ASPHALT.

FORMULA 1
Championship
Edition

HITS THE STREETS IN OCTOBER.



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MACHINE HUNTER

"...unique gameplay mechanics and imaginative level design."

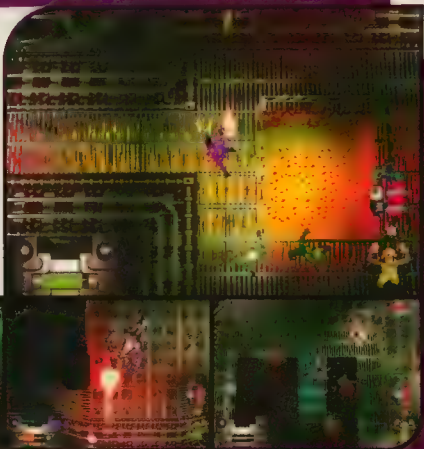


Although some may call Machine Hunter a Loaded wannabe or a perhaps a Re-Loaded (Loaded's sequel) clone, the game cannot be compared to these other titles due to its unique gameplay mechanics and imaginative level design.

In Machine Hunter, you don't start out picking your players as you only have one default character (human). In order to acquire a machine, you have to disable one. Once disabled, you can unite yourself with the machine and use its firepower. As you venture through the levels following your objectives, you can acquire more powerful machines. Each machine has its health meter. As the meter goes down, you have to hunt down another machine to take over. You can of course pick up the many power-ups to improve your machine's power and health. Get the picture?

Now to bigger things. Unlike the other games mentioned above, the levels of this game are enormous. Just when you thought the level was over, you end up on the second floor, third floor and so forth. If you decide to play two-player cooperative, expect to be separated in the first minute or so. I would highly recommend that you both stay together when fighting the huge machines throughout the levels.

Machine Hunter is truly a unique game and unlike other games, the action never gets repetitive. It may not have the greatest graphics, but the other features—small or big—can speak for themselves. If you're so skeptical about this title, try playing Re-Loaded for a bit. You'll see what I mean.



ALSO TRY:

Loaded
Re-Loaded
Smash TV

d
i
n
d
o



Developer: Eurocom Publisher: MGM Interactive
of Players: 1 or 2 Type of Game: Shooter Analog Support: Yes

82

Graphics

87

Sound

94

Originality

93

Gameplay

Overall

85

Counterpoints

Not since Smash TV have I had this much fun playing an action/shooter. Machine Hunter may lack the large quantity of flying body parts, but makes up for it in other areas. There are two features that really stand out to me, both of which Dindo has already pointed out. The ability of your character to take over a variety of machines is perhaps the coolest option. This allows you to choose different characters throughout the game, without being stuck as him for the entire level. The immensity of the levels, each containing multiple floors, is Machine Hunters' second strong point. You can make the comparison to the Loaded series, which is of the same genre, but I think is outclassed by this title.

Machine Hunter is everything Re-Loaded should have been, but I can't score it quite as high as Din and Dave. The multitiered levels are huge and wickedly complex, but the top-down perspective frequently obscures the action while making it difficult to judge depth; I often weathered a barrage of gunfire trying to grab a power-up only to discover it actually was on the level immediately above me. Although inhabiting different mechs certainly breaks up the monotony, it's not as revolutionary as Din and Dave would have you believe. Although different in appearance, the mechs behave much the same, making them little more than glorified shot power-ups. Still, fans of the genre will want to check this one out.

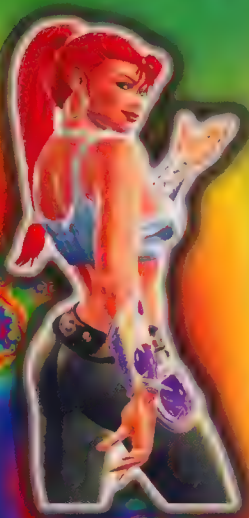
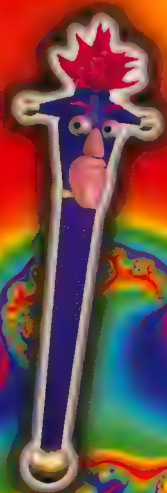


dave



gary



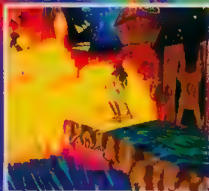
ID**EGO****LIBIDO**

Satisfy all your needs, wants and desires.

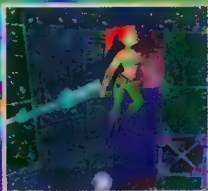
Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump—then dominate with Fargus' maniacal attacks by hurling his viper-tongued



side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to puddin'. Hey...it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.



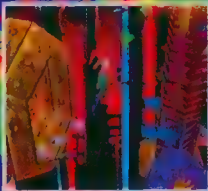
Fargus is a raving maniac prone to flight. Once enter and you'll be in a world of...
...a world of...
...a world of...



Nikki—equipped with powers that only big bad girls have.



Pilot a giant mech through warped 3D tunnels.



Hidden bonus levels take you to...
...to...
...to...



1-800-771-3772 for
Game Rating Information

Pandemonium 2





NHL POWERPLAY '98

"Big on statistics and small on excitement."



Virgin's newest installment in their PowerPlay series is an example of the distinction between arcade games and simulations. On one extreme is Acclaim's Breakaway Hockey, an NBA Jam-style pure arcade title. PowerPlay is somewhere near the opposite end of the spectrum, meaning that the game is big on statistics and small on excitement.

To many players, this isn't necessarily a bad thing. If you like to plan each move and shot carefully, developing complex strategies and working on every detail of your team, this type of game is for you. However, many games these days excel in both the strategic aspect and the action side; games that are weak in either category can only be seen as inferior.

The polygonal players do look quite realistic, but again, this seems to be the norm of the industry today. And the lack of a decent close-up view causes the nice animations to basically be lost on the player.

This game gets points for realism, with up-to-date rosters for every NHL team. The inclusion of a number of international teams adds a dimension that other games often lack.

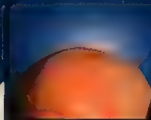
Personally, hockey games don't do much for me unless they're blazingly fast. Hockey is an intense, high-speed game, and a console title that fails to reproduce that intensity can never be much better than average in my book. That's exactly what PowerPlay is—an only slightly better-than-average hockey title. This would have been state-of-the-art a few years ago, but now it's just a yawner. Rent it if you're interested.



ALSO TRY:

Sony's FaceOff '98 appears to be one of the most realistic-looking hockey titles ever. But if you're into arcade action, check out Breakaway Hockey from Acclaim instead.

Joe



Developer: Virgin Publisher: Virgin
of Players: 1 to 8 Type of Game: Hockey Analog Support: No

60

Graphics

60

Sound

65

Originality

50

Gameplay

Overall

57

Counterpoints

To begin with, I've enjoyed playing last year's edition. There were some flaws and I hoped '98's version would surpass its predecessor, but it ended in disappointment. Basically adding to Joe, in this age of video gaming, you expect to see top-notch graphics, which '98 lacked. Also, the movements of players can be smoother. The instant replay is still a nice touch where you can zoom in on the action from various angles. And I do applaud its gameplay which gives gamers some challenge. I have to point out too what Joe said about the speed of the game. Yes, the speed could be faster to give the game more excitement. Skating up and down the rink doesn't seem so aggressive and realistic especially when you check your opponents. This is still a good hockey game you may consider trying out.

Power Play '98 has the makings of a good hockey sim, but a sluggish frame rate and boxy-looking players greatly detract from the action. Give Virgin credit for adding season stat tracking to this year's version and for reshooting their motion-capture footage, but I feel they could have better utilized the off-season by speeding up the game. If you are a bonafide hockey nut, you may be able to overlook the game's graphical shortcomings. Teams utilize many of the same strategies as their real-world counterparts, and the addition of left-handed players to this year's version definitely affects gameplay while increasing the level of realism. Casual hockey fans, however, should definitely rent PowerPlay '98 before buying it to see if it is the right hockey sim for them.



dindo



gary

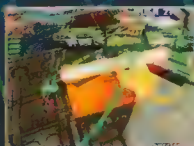
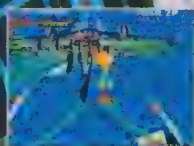
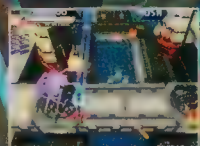


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GOLDEN NUGGET

"I guess my biggest question would be, 'What's the point?'"



Well, it certainly earns points for originality. Billed as the most realistic casino game ever, Golden Nugget offers gamers a chance to practice their gambling skills (if that's not a contradiction in terms) without risking their life's savings. Originally a PC title with a strange FMV plot starring Adam West (the original television Batman), the PlayStation version has been stripped down a bit, probably to focus on the basics of the games contained therein.

As a casino title, Golden Nugget has a lot to offer. Containing dozens of different games, from blackjack, craps and keno to video poker, baccarat and several different slot machines. You start off the game with a generous \$10,000, which means you can spend quite a bit of time at any game you wish before running low on cash. As an added incentive, the game includes some high-stakes rooms, which you can only enter if you've accumulated over \$50,000.

I've never been to the Golden Nugget Casino myself, but I've been told that the game is faithful to the actual casino, right down to the pattern in the rug. (To be honest, that just strikes me as strange, but people go for that sort of thing, I guess.)

So let me get this straight: You can't actually win anything, right? And there's no posh bar, no smoky, dimly lit poker rooms, no ominous thugs guarding the door? I guess my biggest question would be, "What's the point?" If you get into gambling with no risk—and little reward—then check this one out. Otherwise, take the 40 bucks and go buy lottery tickets. You might actually win something.



HIT ME:

The quickest way to rack up money (before hitting the high-stakes rooms) is by betting high on Blackjack. A tip: Always assume that the dealer's down card is a 10; stand on 17 only if you can beat it.

Joe



Developer: Virgin Publisher: Virgin
of Players: 1 Type of Game: Casino Analog Support: No

70

Graphics

65

Sound

85

Originality

50

Gameplay

Overall

60

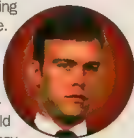
Counterpoints

I'm not the type of person that would take some time and gamble in a video game, but I personally like the Golden Nugget environment, which is virtually how the place looks. You have an assortment of games that you can join in or play. Yes, you start out with \$10,000 and work your way up to enter the prestigious rooms. I have to admit this is a realistic game and the closest thing to Vegas, but it may be frustrating for some who do not know how to gamble. Winning \$50k can take awhile and can be frustrating. And what do you actually achieve after entering these high-stakes rooms? My only answer to that would be self-esteem. If this was a multiplayer game, it would be more exciting. You could actually compete with your friends then. Nonetheless, I'm not into it.

I was a bit thrown by Golden Nugget at first, since I couldn't employ my favorite Vegas strategy for recuperating from my losses: repeated visits to the casino buffet line. Seriously, though, my biggest problem with Golden Nugget was the total inability to interact with another person or game character. If Virgin had lightened up and added a boarish Texas millionaire, a James Bond-type guy or perhaps a woman of "loose virtues," I could have overlooked the fact I wasn't playing for real money and had some fun. You can't even see any of the dealers! Even Mattel's old-school casino game for the Intellivision had a shifty-eyed dealer, but apparently it was too much for the developers of Golden Nugget. The games themselves are very faithful to the real thing, but if you're not having fun, what's the point?



Dindo



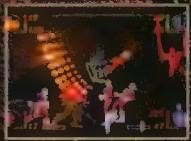
Gary



IT'S CLOBBERIN' TIME!



AUTHENTIC FANTASTIC FOUR MOVIES
IN 3D REMEMBERED ENVIRONMENTS!



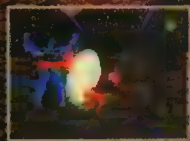
FANTASTIC FOUR-PLAYER ACTION!

Fantastic Four

FOUR
PLAYER
ACTION!



INTERACTIVE BACKGROUND MEANS
THE ACTION NEVER STOPS!



BATTLE THE EVIL DR. DOOM!

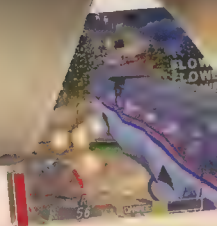
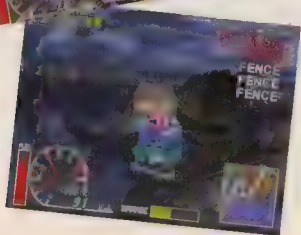


For more information on game rating content see USMP at 1-800-771-7769. MARVEL COMICS, the Fantastic Four, Ben Grimm, the Hulk, and Spider-Man (the likeness), names and the distinctive likeness thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 1997 Marvel Characters, Inc. All rights reserved. PlayStation and "PlayStation" logo are trademarks of Sony Computer Entertainment, Inc. Available in a limited and regulated marketplace of selected retail outlets. Inc. © & © 1997 Acclaim Entertainment, Inc. All rights reserved.

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RELONY

11-79™



YOU'RE SERVING UP MASSIVE DESTRUCTION AND ROADKILL IS THE MAIN COURSE.



You'll cross over more than a few double yellow lines in this driving game of mass destruction. With limited time to reach your objective, you won't be waiting for any lights to turn green. Whoops! You forgot to knock before pummeling through a neighbor's living room window. Tact never was your strong suit.

Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a badass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.



ASCII
ENTERTAINMENT

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Ghost in the Shell



SEASONAL SHOPPERS SHALL SURELY SEE "SHELL" SELL WELL

One of the highlights of this year's E³ was T^HQ's PlayStation adaptation of the popular Japanese graphic novel (later to become an animated feature) *Ghost in the Shell*. An innovative twist on the first-person shooter genre, *Ghost in the Shell* bristles with unique features and anime-style artwork, combining to create one of the most impressive-looking games of the year.

Employing either a first-person perspective or a "chase view," *Ghost in the Shell* immerses players in detailed 3-D environments crawling with all sorts of nasty enemies. The player pilots an odd spider-like assault vehicle which has the ability to travel on walls and even ceilings, coming face-to-face with enemies ranging from gun-toting humans and small robots to helicopters and huge mechanized Bosses.

As the game commences, the player is equipped with three different weapons: a simple machine gun, a wide-area grenade and a multi-target lock-on missile array that must charge for a time before each use. In addition, extra ammunition, health and shield power-ups are scattered throughout the levels, many of which can be found only if the player avoids thinking in the standard linear corridor-shooter format.

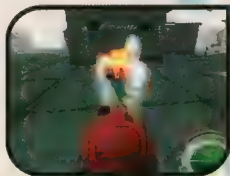
Each of the widely varied levels has a specific mission objective. For example, the first level sends the player searching for four keycodes needed to open a warehouse positioned in the level. To retrieve these, the player needs to destroy four powerful assault vehicles scattered throughout the environment. Once the codes have been retrieved, the player may enter the

warehouse to encounter a giant Boss with three very powerful weapons and the ability to cloak itself from view.

Fans of anime will be delighted to know that the PlayStation version of *Ghost in the Shell* includes an overwhelming number of transition

cinemas drawn exclusively for the game. No doubt aware that many will be purchasing the game based on the popularity of the graphic novel or animated series, the developers included a movie-viewing function that allows the player to replay any cinema up to the most recent level played.

With the present glut of first-person shooters on the market, it's refreshing to see a company present an unusual angle to the stagnating market. With the character's ability to roam freely over floors, walls and ceilings, *Ghost in the Shell* offers gamers tired of the same old



Players will need to make strategic use of walls to combat airborne enemies.

THEME

3-D Shooter

OF PLAYERS

1

% COMPLETE

90%

AVAILABILITY

October

PUBLISHER

T^HQ

DEVELOPER

Exact

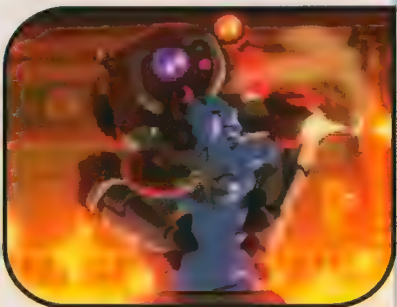
FAST FACTS

Ghost creator Masamune Shirow is also the man responsible for *Tank Police* and *Appleseed*.

AN EXCITING NEW DIMENSION IN POINT-OF-VIEW SHOOTERS

Doom clone an exciting new dimension in point-of-view shooter games.

A training mission gives players a chance to become acquainted with the game's unique engine.



Discworld 2

Previews

MORE MADCAP MAYHEM FROM PSYGNOSIS

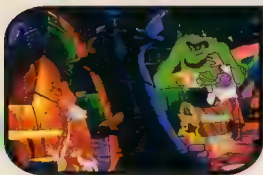
In the hilarious second installment of the Discworld series, the incompetent magician Rincewind, voiced by *Monty Python* alumnus Eric Idle, faces the unlikely task of coaxing Death out of early retirement, and he needs your help!

Based on the best-selling novels of

Developed for Psygnosis by Perfect Entertainment, *Discworld 2* contains over 25,000 cels of hand-drawn animation, comprising over 100 hours of gameplay. It even contains a *Monty Python*-esque musical number, entitled "That's Death," depicting Death on vacation.

OVER 25,000 CELS OF HAND-DRAWN ANIMATION...

Terry Pratchett, *Discworld 2* contains all of the oddball characters, bad puns and warped puzzles that gamers loved about the first installment.



While performing his grim duties, Death accidentally gets stranded in *Discworld*'s Australian equivalent, the Island of XXXX, where he discovers the pleasures of drinking beer and lying about on the beach. It's up to the bumbling Rincewind (and you) to find a way to convince Death of the merits of mortality.



When viewing the game's animation, one cannot help but be struck by how far FMV has advanced during the last few years. *Discworld 2* has all of the cinematic effects you'd expect in a Disney feature, including fades, pans, dissolves and close-ups.

Anyone wanting to give their trigger finger a break—or get a real workout for their brain and funny bone—should check out *Discworld 2* when it hits stores in September.

THEME
Adventure

* OF PLAYERS

% COMPLETE
100%

AVAILABILITY
September

PUBLISHER
Psygnosis

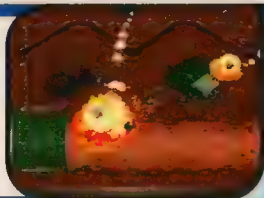
DEVELOPER
Perfect Ent.

LOOK OUT





Mass Destruction



FINALLY, AN ACTION TITLE THAT LIVES UP TO ITS NAME!

We've said it before and we'll say it again; games with little flaming army men shrieking in agony are just plain cool, and BMG Interactive's Mass Destruction has got 'em—lots of 'em. It also has tanks, gunboats, choppers and so many explosions our Gx TV was rocking like a Buick on prom night.

The object of the game is quite simple: Drive a lone tank deep into enemy territory and destroy everything in sight. Actually, that isn't entirely accurate. Although you are free to level anything your heart desires, you are required to destroy only two primary targets, such as fuel depots and radar installations, per level. Having destroyed these targets, you must race to an extraction point, where a waiting cargo chopper will airlift you to your next mission.

Viewed from a top-down perspective, Mass Destruction bears a striking resemblance to one of the earliest war games available for the PlayStation: Return Fire. Regrettably, Mass Destruction lacks Return Fire's awesome Two-player Mode and extensive vehicle selection; however, Mass Destruction makes up for these shortcomings with improved graphics and the precision of

analog control. The game is compatible with both of Sony's analog controllers: the cumbersome but precise Dual Analog Joystick and the newer, more compact Dual Analog Pad. In both cases, the left stick controls the direction of the tank, while the right stick rotates the turret, allowing the player to strafe or to execute drive-by attacks with surgical precision.

Although all of Mass Destruction's polygonal enemies, buildings and obstacles crumble, burn and explode in a convincing fashion, the game lacks the gritty realism of Electronic Arts' Soviet Strike. In contrast to Soviet Strike's photo-realistic look, many of Mass Destruction's on-screen objects, such as trees or radar dishes, are composed of simply shaded polygons and have a more cartoonish look to them, making the overall tone of the game rather light, despite all the mayhem.



Destroy buildings to find hidden power-ups contained within.

THEME
Action

• 99 PLAYERS

% COMPLETE
95%

AVAILABILITY
3rd Qtr. '97

PUBLISHER
BMG Int.

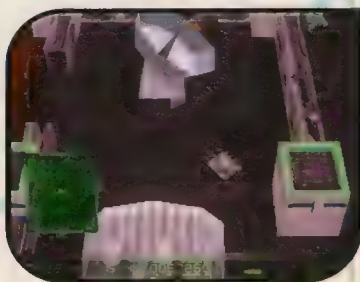
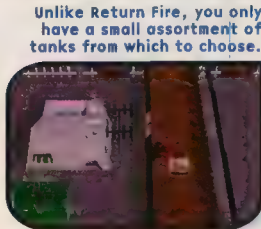
DEVELOPER
NMS Software

FAST FACTS

Silent Software, the developer of Return Fire, is hard at work on a sequel for MGM Interactive.

STRAFE OR EXECUTE DRIVE-BYS WITH SURGICAL PRECISION

Anyone looking for an action title that really lives up to its name should watch for BMG Interactive's Mass Destruction when it hits stores later this year.



Fighting Force

previews



CORE AND EIDOS—A "FORCE" TO RECKON WITH

Before Street Fighter II made arena fighters all the rage, side-scrolling brawlers such as Double Dragon ruled the fighting scene. Although Capcom's Final Fight and Sega's Streets of Rage did much to advance the genre, side-scrolling fighters have been sorely underrepresented on the

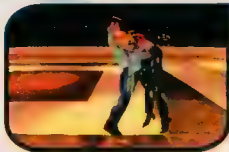
a walking behemoth, capable of lifting the heaviest of objects and of producing shockwaves by punching the ground. Alana and Mace, the two female characters in the Fighting Force, look and play largely the same, but that may change as development nears completion.

USE ANY ON-SCREEN OBJECT AS A WEAPON

"next-generation" gaming platforms. Core and Eidos, the teams responsible for Tomb Raider, hope to change all of that with Fighting Force.



Although we haven't received any new story information since we last covered Fighting Force, the version we recently received does contain all four selectable characters. Hawk, the only playable character in the previous rev we received, is still in the game, but he did lose his bright orange vest in favor of a tattered shirt. Smasher is



Perhaps the coolest thing about Fighting Force is the ability to use any on-screen object—such as crates, car tires and televisions—as a weapon. Stronger characters, such as Smasher, can even uproot ATMs and hurl them at bad guys. Huge bazookas can also be found and utilized against thugs, barriers or even oncoming traffic!

Clearly, the game will be a "force" to reckon with this November.

THEME
Fighting

OF PLAYERS
1 or 2

% COMPLETE
75%

AVAILABILITY
November

PUBLISHER
Eidos

DEVELOPER
Core



UNLEASHED
THIS
SEPTEMBER

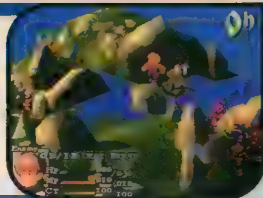
JERSEY
DEVIL



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Final Fantasy Tactics



EVERYONE'S FAVORITE RPG SHOWS ITS TACTICAL SIDE

Squaresoft, creators of the phenomenally successful Final Fantasy series, are preparing to release a strategy game based on their beloved role-playing titles called Final Fantasy Tactics. Combining the involving story line of the Final Fantasy series with strategic combat in the vein of Konami's Vandal Hearts, Final Fantasy Tactics promises to become a favorite of strategy RPG fans and Final Fantasy devotees alike.

Although the game appears to offer a great deal more story, Tactics is best compared to Vandal Hearts in terms of the basic gameplay. Battles are conducted on three-dimensional, multilayered fields containing various obstacles and environmental hazards. Players must position individual characters around the battlefield in order to best attack the enemy or defend their own forces. Characters can move, attack, defend or equip themselves, and each character gets a turn before control is turned over to the enemy. (That is, unlike the realtime battles in Final Fantasy VII, combat in Final Fantasy Tactics is turn-based in order to give the player unlimited time to plan his strategy.)

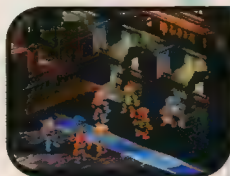
Unlike Vandal Hearts, however, the graphics appear to truly take advantage of the PlayStation's 32-Bit technology. The environments are extremely detailed, complete with sloped terrain, moving water and weather effects, and the maps can be rotated and scaled to provide an optimum viewing perspective. The different terrains force players to use different tactics when approaching the enemy. For example, when an enemy character is more than one

level above the attacker on the terrain, the attacks will not be able to reach the enemy.

In addition to the game disc, Final Fantasy Tactics (the Japanese version, at least) includes an entire second CD of demos and sneak peeks of other Squaresoft titles.

The one playable demo is a sample of Square's new role-playing title Saga Frontier, a game similar to Final Fantasy VII, but with more of a lighthearted, cartoonish feel.

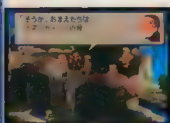
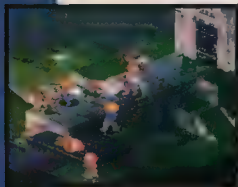
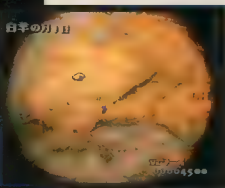
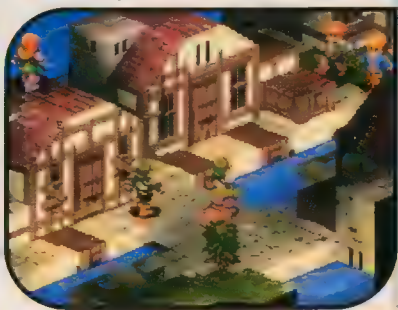
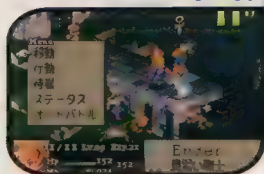
Also included are non-playable demos of Front Mission 2 and Front Mission Alternative, games of mech strategy and combat. The disc is rounded out with a "movie" of a new pseudo-3D side-scrolling shooter called Einhänder. Although the movie is primarily a cinema, it does include some gameplay footage, which looks very impressive indeed.



THE GRAPHICS TAKE ADVANTAGE OF 32-BIT TECHNOLOGY

Final Fantasy Tactics is expected to hit the U.S. amidst the busy Christmas season, doubtlessly to the delight of role-playing fans everywhere. Be sure not to miss it.

Combat is purely turn-based, with characters and non-player characters attacking singly.



Battles are interspersed with dialogue which advances the story.

THEME
Strategy/RPG

OF PLAYERS

1

% COMPLETE
90%

AVAILABILITY

November

PUBLISHER

SCEA

DEVELOPER

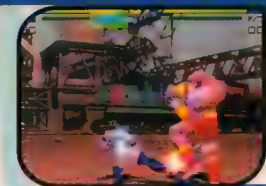
Square

FAST FACTS

Final Fantasy VII will be the first in the series to be ported to the PC. It's expected in early 1998.



Street Fighter EX Plus α



CAPCOM MAKES A MOVE TOWARD TEKKEN-STYLE 3-D WITH SF EX

Following Namco's well-established formula for success, Capcom soon will be releasing a better-than-the-arcade PlayStation conversion of Street Fighter EX, the all-polygonal update of their monstrously successful Street Fighter series. Entitled Street Fighter EX Plus Alpha, the game will contain playable Bosses, M.I.A. series favorites Dhalsim

Skullomania, a costumed circus performer; Pollum, a high-flying harem girl; and D. Dark, a gas mask-wearing psycho with a Scorpion-like (Get over here!) projectile. EX Plus Alpha also contains new hidden characters not found in the arcade version, including Evil Ryu, Evil Hokuto, Cycloid B and Cycloid Gamma!

Although a bit blocky in appearance due to their relatively low polygon count, the returning world warriors are easily recognizable and still perform virtually all of their signature moves. Since the new

fighters were designed specially as polygonal characters, they seem to look a bit better than the returning favorites, although it could be argued that they only look better because gamers have no preconceived notions of how they should look or move.

As the name implies, EX Plus Alpha's moves and combos are an amalgam of those found

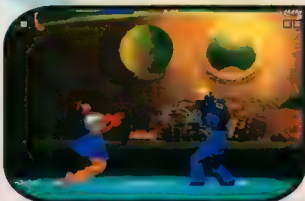
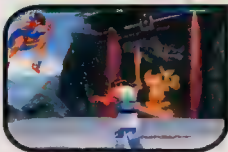
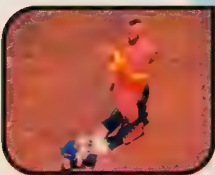
MANY ACTUALLY PREFERRED EX OVER STREET FIGHTER III...

and Sakura and a host of play modes not found in the arcade version!

Fans of the series were understandably nervous when Capcom announced Street Fighter EX would be developed out-of-house; however, fighting fans everywhere breathed a collective sigh of relief upon learning the company in question was

Arika, formed by Akira Nishitani, the head of the legendary Street Fighter II arcade team.

Although many purists balked at a polygonal version of Street Fighter, others actually preferred EX over Street Fighter III, which had only two returning characters, Ken and Ryu. In contrast, Street Fighter EX Plus Alpha has nine returning favorites in addition to 10 all-new challengers. Among the newcomers are



in SF II and Alpha. Instant dizzying moves, however, can now be performed by pressing both Light Punch and Light Kick.

Steadfast 2-D fighting fans can hold out for Capcom's upcoming X-Men versus Street Fighter; however, Street Fighter EX Plus Alpha certainly does the series justice and is well worth a look.



Not present in the arcade version, Sakura and Dhalsim made the cut for EX Plus Alpha.

THEME
Fighting

OF PLAYERS
1 or 2

% COMPLETE
90%

AVAILABILITY
4th Qtr. '97

PUBLISHER
Capcom

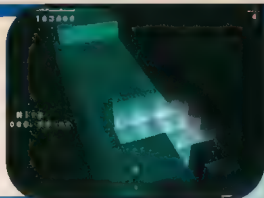
DEVELOPER
Arika

FAST FACTS

The 2-D Super SF II Collection contains three classic games from Capcom's flagship series.



Intelligent Qube



SONY PREPARES TO TEST PLAYSTATION OWNERS' IQS

Sony is entering the puzzle game arena with an unusual new brain-teaser called Intelligent Qube. With its stark environments and unique gameplay, Intelligent Qube is one of those few titles that truly stands apart from the crowd.

In a genre almost entirely dominated by falling-block descendants of Tetris (see our review of Tecmo's *Stackers* on page 24 for one example), IQ is something of an anomaly. The game places the player's tiny character on an immense platform, poised before a wall of slowly advancing blocks. The player must dash around the platform, placing "bombs" which eliminate a single block in the oncoming wall.

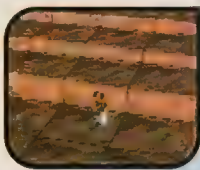
On many of the first levels, it is possible to clear the entire wall by eliminating each block individually; however, the game posts a "par" in the upper-right corner of the screen, which allows players to earn extra points by meeting—or beating—the number. To make the par, players need to clear the green blocks, leaving a special green bomb square on the screen which, when activated, clears a nine-block area at once.

Still, the game may sound simple; and at the first few levels, play is relatively straightforward. Once the game advances, however, few black blocks are introduced onto the field. If the

player inadvertently destroys one of the black blocks, it immediately knocks a row off the platform the character is standing on (an effect which also happens when too many regular blocks are allowed to fall off the end of the platform). This

may not seem like a problem when the character is not standing on that row. Unfortunately, once a whole collection of blocks is cleared, the next stage rises up out of the platform, sending the player tumbling toward the edge.

The inclusion of the black blocks makes clearing levels a complex and challenging process, forcing the character to race against the clock while avoiding the steadily advancing wall of blocks. With enough practice, however, the character will be able to dash from one end of the platform to the other in an intricate



SONY ENTERS THE PUZZLE ARENA WITH AN UNUSUAL BRAIN-TEASER

Players who make too many mistakes tumble to an untimely death.

THEME
Puzzle

OF PLAYERS
1 or 2

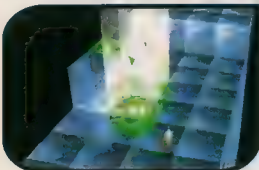
% COMPLETE
80%

AVAILABILITY
October

PUBLISHER
SCEA

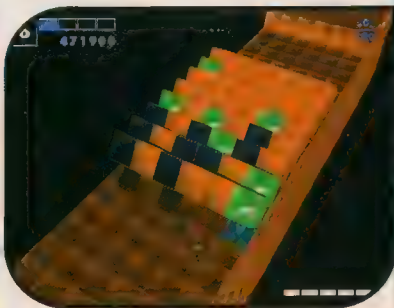
DEVELOPER
SCEI

Often, the player will be able to do nothing but watch the poor little guy get flattened.



pattern, removing all the right blocks and leaving the black ones to crash over the edge.

Puzzle fans, look for this unusual title in the coming months.



FAST FACTS

The Rubik's Cube has never been solved by a chimp.

MACHINE HUNTER

Next Generation Online



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Colony Wars

PSYGNOSIS' SPACE SHOOTER WARPS PAST STAR FOX 64

Among the many pleasant surprises at this year's E³ was Colony Wars. Psygnosis' gorgeous new space combat title. Turning a popular sci-fi convention on its ear, Colony Wars requires the gamer to fight against hostile Earth forces intent upon subduing its wayward colonies, who have grown tired of centuries of iron-fisted rule.

Despite our best attempts to avoid the cliché, you really have to see Colony Wars in motion to fully appreciate it. Ships dive, bank and attack with breathtaking speed against a beautifully drawn star field. Equally beautiful is Colony Wars' analog control, which utilizes both of the Sony Analog Pads' thumbsticks. (It also employs the controller's force-feedback function, regrettably absent in the U.S. version of the pad, but that's another story...)

Based on the three-mission demo of the game we recently received, most of Colony Wars' levels are defensive in nature, requiring the gamer to defend civilian convoys, prison vessels and the like. As was the case with previous hits like *WipeOut*, it's Psygnosis' uncommon attention to detail that really draws the player into Colony Wars. Every convoy vessel in the game has a name, such as *Last Sinner* and *Gambler's Charm*, and their pilots desperately call for help when under attack. Fighter crafts are equipped

Flying in outer space can be disorienting, so use your 3-D map to get your bearings.

with blinking beacons, which not only add to the level of realism but also make them easier to spot at great distances. Mission briefs even use military euphemisms, such as to engage with "absolute aggression." Colony Wars would be a fine game without such details, but their inclusion makes it even better.

As you might have guessed, indiscriminately blasting everything in sight won't get you far. For starters, civilian vessels as well as your wingmen don't take kindly to being fired upon and may turn against you if you persist. Additionally, agile enemy fighters will simply outmaneuver you, if you don't use your head. Crafty players will use a photon torpedo to temporarily disable their engines then use shield-defeating lasers to render them vulnerable to conventional fire.

For all of you PlayStation owners contemplating buying an N64 just to play *Star Fox 64*, don't bother. Colony Wars' off-the-rails gameplay

SHIPS DIVE, BANK AND ATTACK WITH BREATHTAKING SPEED...

and sharp looks outfox Nintendo's highly touted shooter, making it one of the most eagerly anticipated PlayStation titles of the year.

Colony Wars has an out-of-ship view as well as two different cockpit views.

THEME

Space Combat

OF PLAYERS

% COMPLETE

85%

AVAILABILITY

November

PUBLISHER

Psygnosis

DEVELOPER

Viewpoint

FAST FACTS

Gamers can control six unique space crafts in Colony Wars, each with its own characteristics.

Evil Never Sleeps. And Now Neither Will You.

Ogre Battle

Limited Edition

Available Exclusively
for The PlayStation
Game Console

A 3D enhanced version of the popular 16-bit title - now impossible to ignore! *Ogre Battle: The March of the Black Queen* features enhanced graphics, additional musical scores, and we have even revised the spells to look even better than the original version!

Command your army through the Zenobian Empire and reclaim the continent! Along the way, recruit additional characters to join your quest. Once in control, will you hand over power to the rightful ruler or keep the continent for yourself?

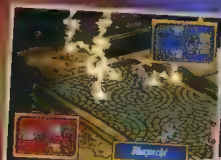
Only you can decide!

A proven hit! The name says it all!



UNIQUE FEATURES

- COMMAND 75 DIFFERENT TYPES OF CHARACTERS!
- 13 POSSIBLE ENDINGS ENHANCE REPLAY VALUE.
- NON-LINEAR GAMEPLAY.
- HAVE THE OPPORTUNITY TO BE EITHER GOOD, NEUTRAL OR EVIL!
- THIS LIMITED EDITION TAKES OGRE BATTLE TO A WHOLE NEW LEVEL OF 32 BIT GAMEPLAY!



"One of the All-time great Strategy/RPG's"
(PSExtreme)

"...Ogre Battle has Solid Seller emblazoned on it."

(Video Game Addict, Jan. 1999)

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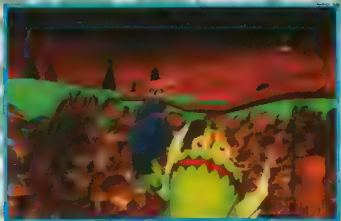
March of the Black Queen is a trademark of Atlus © 1993, Atlus © 1996, Published by Atlus

Croc

LEGEND OF THE GOBBOS

by Gary Mollohan

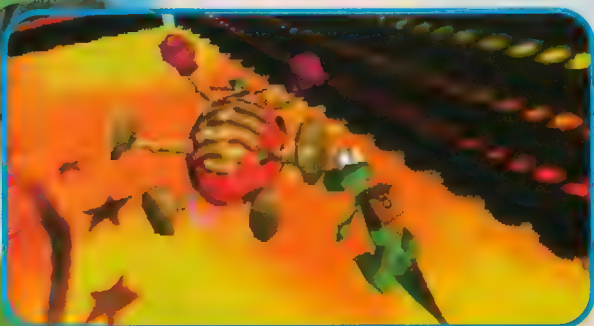
Fox's Leapin' Lizard!



Best known to American gamers as the creator of Star Fox and its accompanying FX chip, London-based developer Argonaut is putting the finishing touches on what may prove to be the most technically impressive PlayStation title to date. First unveiled to the gaming public at the Tokyo Toy Show by Japanese publisher Matsui, Croc confounded show attendees, who insisted the game was actually running on N64 hardware. Caught off-guard by Matsui's surprise decision to show Croc, Argonaut was inundated with congratulatory calls and inquiries about the now-famous crocodile. Equally surprised by the move was Fox Interactive, worldwide publisher of Croc, who gave the game a proper unveiling at E3, where Croc received equally enthusiastic accolades. P.S.X. recently spoke with Argonaut to find out more about their diminutive green hero.

"Because we are 3-D bigots, we've always thought of doing a 3-D platform game," quips John Edelson, Argonaut's general manager. "The question has always been could we do it *now*? The first effort was made about three years ago. We had a concept that sort of started and stopped, started and stopped. About two years ago the real Croc concept came together, and engineers were committed. The characters were designed, and then the formal team came together about 20 months ago." That was when lead designer Nic Cusworth signed on to the project. Lacking a good model of how to do a 3-D platform game (Mario 64 was still a year away), Nic and his fellow developers turned to their gaming roots for inspiration. "Croc's gameplay was really inspired by classic 2-D platform games—Sonic, to a certain extent; Mario and Yoshi's Island, quite a lot. So our real aim was to translate good 2-D platform game mechanics into a 3-D world."

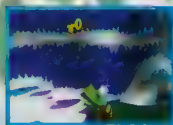
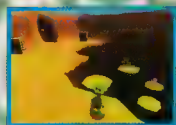
Creating such a world for Croc to inhabit proved problematic, even for Argonaut, who have been creating 3-D environments since their landmark



Commodore 64 hit, *Star Glider*. "What we've done is extruded how you would normally build a 2-D game," elaborates Nic. "In a 2-D game, you use a map editor. It's kind of like dropping tiles on your bathroom floor. We're kind of done that, but instead of using little 16x16 graphics, we've used models from 3-D Studio. So they're now three-dimensional. Instead of dropping them down on a flat surface, we use a cube. If a 2-D platform game is designed the same way you would paint a picture, [Croc] is designed the same way you'd make a sculpture."

The result is a marvel to behold. Croc's lush surroundings are some of the most convincing 3-D environments ever seen. Nic modestly attributes much of the credit to Croc's artists, who were able to handle such problems as texture warp not with software trickery, but with carefully drawn artwork. John Edelson offers an alternate explanation of why Croc looks so good. "We stand on the shoulders of giants. We're using code that has been developed over the years and tools that have been developed over the years. We've collected and developed talent [at Argonaut] in 3-D games, meaning programmers, designers and the artists for realtime 3-D. [Croc] is the culmination of many years of R&D."

Croc was livin' large in the Fox Interactive area at E3



Coming from a European tradition of emphasizing gameplay over flashy graphics, Argonaut demanded that Croc have equally innovative gameplay and replay value. In keeping with this philosophy, levels were tweaked and secrets were added to keep the gamer coming back for more. The object of the game is to rescue Croc's furry friends, called Gobbos, from the clutches of the evil Baron Dante. Rescuing each level's sixth and final Gobbo will prove to be most difficult, since he lies behind a locked Crystal Door. How do you unlock the crystal door, you ask? By collecting all of the crystals scattered about each level. Multiply this by about 50 levels and you begin to understand the size of the game. But wait, there's more. Rescue every Gobbo on all four islands, and you'll gain access to eight secret levels, where hidden puzzle pieces can be found. Find all the puzzle pieces, and you are rewarded with an entire secret island. Did you get all that? Suffice it to say you won't beat Croc any time soon after acquiring it. Even so, many gamers will assume Croc is a kiddie game or will be turned off by the game's cartoonish graphics. Nic has his own take on the issue. "People will always be put off by graphics. Take a look at Yoshi's Island; it

didn't go down very well here [in the U.K.]. Nobody liked the graphic style, but they're actually missing out on a fantastic game, possibly one of the best games ever made....Teenagers like to kill things, and they like to see it graphically displayed. But I think once you get over that, you go back to pure gameplay."

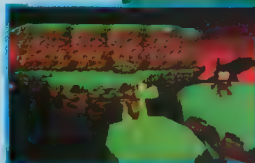
And Croc has got gameplay to burn. To make it to the game's later levels, players must master a host of techniques, including stomps, tail whips, climbing, balloon riding, swimming—you get the idea. Despite Croc's level of complexity, the staff at Argonaut was amazed at how quickly game testers around the globe picked up the techniques. As John elaborates, "We had planned a relatively slow introduction to the different skills in the game. What we found through user testing is that things we thought [gamers] would learn over three or four levels, can actually be learned in the first few sections. And this was true across the world."

Argonaut's decision to conduct user tests in such places as Japan and the United States demonstrates the company's commitment to making games that will appeal not only to a European audience but also to consumers around the globe. As Nic enthuses, this mentality is catching on with his colleagues in the U.K. and throughout Europe. "The European scene is an interesting one. It started in bedrooms, with a couple of guys writing a game in four months. I think it took us longer than other countries to expand it into big business, the exception being Psygnosis. When they formed, they immediately acted as if they were a big company." As John concurs, "There's a whole generation of teenagers who learned to program on cheap home computers. That really helped them on that generation of computers, but when we got to the generation of big-budget games, people in Japan and the U.S. organized large companies, whereas in England and France it was dominated for a while by these little bedroom things, which were extremely clever but never quite world-class."

With hit makers like Psygnosis, Eidos and Argonaut to pave the way, the best of these "bedroom" developers should have little difficulty evolving into the world-class developers to which John and Nic eluded. And if more quality games like Croc are produced, gamers around "the globe will be the real beneficiaries."

Croc is scheduled to debut on the PlayStation in the fall. Sega Saturn and PC

CD-ROM versions are expected thereafter.



Georgia



on My Mind

This year's Electronic Entertainment Expo (E³), held June 19-21 in Atlanta, was instantly hailed by previous attendees as the best ever, both in terms of quality and quantity of titles shown, and leading the pack was Sony's little-gray-box-that-could, the PlayStation.



Since we are a relatively new magazine, this year's E³ was the first opportunity many of our editors had to attend a show of this magnitude. Prior to landing our dream jobs at P.S.X., our only way inside the industry-only show was through the pages of a magazine like the one you are holding right now. Having attended our first E³, all we can say is the legends are true! E³ really is video game nirvana! From the moment you step onto the show floor, your senses are bombarded with thumping music, pulsing lasers and a shroud of smoke. At times the scene more closely resembles a rock concert than a trade show. Somehow the games manage to shine through it all, which is perhaps the greatest testament to their quality.

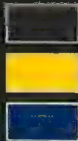
For those of you not lucky enough to attend, we hope our roundup captures a small fraction of the games, glitz and insanity of E³. Enjoy!



Sony's wall-o-games was one of the most memorable sights of the show.



Over the next 14 pages are 126 of the best PlayStation titles shown at E³. Although we attempted to be as thorough as possible, many games simply were not far enough along to show. The games are listed alphabetically by publisher and are color-coded by genre according to the guide at the right.



Action/
Adventure
Fighting
Platform

Puzzle/
Strategy
RPG
Sports



E3

Seen & Heard



EA demonstrates that there are vehicles uglier than a Humvee.



Midway's Rampage-ing lizard and Malofilm's Jersey Devil share a tender moment.



Our editor in chief (right) succumbs to the pressures of his new job, earning disgusted looks from his colleagues at EGM.



Acclaim
Put "The Big Hurt" on the competition in Acclaim's second PlayStation handheld title.



Acclaim
Put the Batmobile! Cruise the streets of a 26-square-mile Gotham City in this 3-D thriller.



Acclaim
Sharp graphics and loads of secrets are the highlights of this side-scrolling fighter.



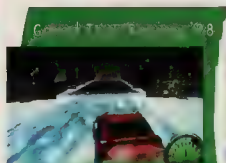
Acclaim
A hi-res, light-sourced, descent-style 3-D zero-gravity corridor shooter.



Acclaim
An unconventional adaptation of the immensely popular collectible card game.



Acclaim
Acclaim's sports team returns to the huddle for a new take on their football game.



Activision
Four different racing types in six realistic environments combine for one great race.



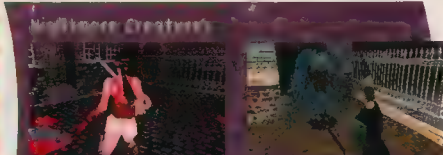
Acclaim
NBA Jam-style arcade action on ice, with small teams and fast-paced gameplay.



Activision
Bruce Willis and alternative rocker POE play characters in this over-the-shoulder shooter.



The speed of Ridge Racer with the pleasures of Rally Cross give GT the best of both worlds.



Activision
Tomb Raider meets Resident Evil in this spooky London-based 3-D adventure by Kalisto Entertainment.



Activision
The greatest swinger in gaming history returns for his first 3-D adventure.



ASC Games
Put a twist on the classic big game in TNN's third annual outdoor tourney.



ASC Games
A futuristic hockey-style game complete with power-ups and vehicle upgrades.

The Warriors of the Shu Kingdom
dare you to do battle with them.

Guan Yu



Zhang Fei



Zhao Yun



Zhong Liang



三國無雙

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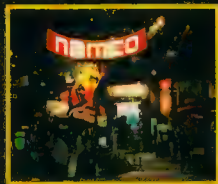
Dynasty Warriors is a trademark of KOEI Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. © 1997 KOEI Corp. All rights reserved.

E3

Seen & Heard



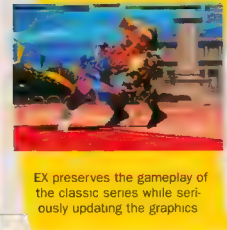
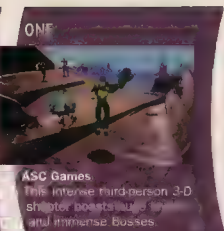
Namco's Tekken 3 tournament puts us in a fightin' mood.

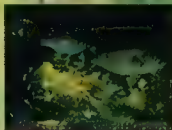
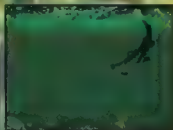
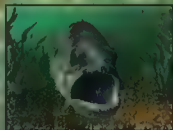
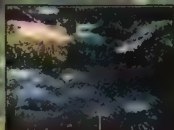


Pac-Man, Ace Combat 2 and a few anonymous old guys on TV help spice up Namco's booth.



The Tekken 3 shirt and ultra-high-tech daily planner are instantly named the coolest promo items of the show.





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"REEL FISHING IS SIMPLY STUNNING."

-EGM GUIDE TO SPORTS VIDEO GAMES



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E3

Seen & Heard



Frogger—3-D or no 3-D, it's the same story: Ribbit. Ribbit. Splat.

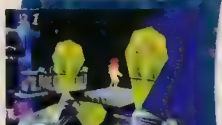


Outside the GT booth, Duke invites showgoers to: "Come get some."



An anonymous skater shows that these public relations folks do the darndest things.

Pandemonium 2



Crystal Dynamics

The game that started the pseudo-3-D platform craze comes back for more.

Skull Monkeys



DreamWorks Interactive

Warped humor and solid play mechanics are the highlights of this claymation platformer.

Dungeon Keeper



Electronic Arts

Turn the tables by preventing interloping "heroes" from plundering your gold.

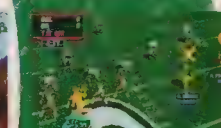
The Lost World



Electronic Arts

Play as either the hunter or the hunted in this adaptation of Spielberg's blockbuster.

Madden NFL 98



Electronic Arts

Madden is back, and more realistic than ever, with souped-up AI and much more.

Moto Racer



Electronic Arts

One of the finest PC racing games burns rubber onto the PlayStation.

NASCAR 98



Electronic Arts

EA Sports one-ups Andrei. Racing with wider tracks and beefier car physics.

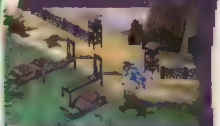
NBA Live 98



Electronic Arts

EA Sports hits the court in the newest installment of one of the PS' best 3-ball titles.

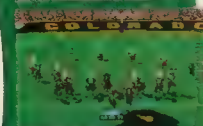
Nuclear Strike



Electronic Arts

Drive a tank or pilot a Harrier jump jet in the latest episode in the Strike series.

NCAA Football 98



Electronic Arts

EA takes their Madden 97 engine and soups it up for college play.

NHL 98



Electronic Arts

One of the most intense hockey titles gets a makeover for the '98 season.



Even more detailed environments will please fans of realistic wartime sims.

Fighting Force



EIDOS Interactive

A true 3-D fighting game, with enemies approaching from every direction.

Tomb Raider 2



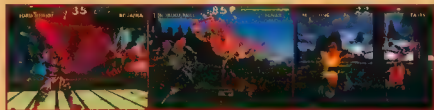
EIDOS Interactive

Lara's latest adventure has it all: new enemies, new settings, and best of all—new outfits.



MEET NAMIRA.
SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL STNEER
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's *Mace - The Dark Age*. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, "Mace is well on its way to being the best 3-D fighting game for Nintendo 64." There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face locked in, we suggest you hit the 3-D Dodge Button — it might just save your butt. Not to mention your life.

MACE
The Dark Age

EVERYTHING'S A WEAPON.

Mace - The Dark Age™ ©1997 Algon Games Corp. All rights reserved. Mace™ is a registered trademark of Midway Games Inc. Mace™, The Dark Age and all character names are trademarks of Algon Games Corp. Screenplay by Midway Games Corporation and video license: Nintendo Nintendo 64 and the 3-D N 64 logo are trademarks of Nintendo of America, Inc. ©1997 Nintendo of America, Inc. Midway and the Midway logo are trademarks. 5 pin computer entertainment inc.



E3

Seen & Heard



Biggest Surprise of the Show:
Lara Croft is really a man.



An escapee from Capcom's booth goes in search of a decent donut.



MDR's Kurt, all suited up and larger than life, presents one of the better displays of the show.

Bug Rider



GT Interactive

Pass and attack in all directions in this insectoid thrill ride.

Courier Crisis



GT Interactive

Live the life of a big-city bike courier. Trendy piercings and nihilistic attitude not included.

Critical Depth



GT Interactive

Take Warhawk and Twisted Metal, add water, and you get Critical Depth.

Duke Nukem



GT Interactive

"It's time to kick ass and chew bubblegum. And I'm all out of gum."

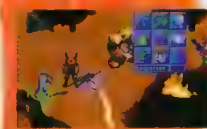
Rebel Moon Rising



GT Interactive

Shoot it out in zero gravity in GT's dark-and-wild corridor shooter.

Year of the Flood



GT Interactive

Badrock and company take care of business in this point-and-click strategy title.



Duke is sort of like Doom squared: All the carnage with twice the freedom.

Brat of the 13



Hasbro Interactive

"You can't win the Transformers. You can't win. You can't win." You can't win.

Beast Wars



Hasbro Interactive

Another console title is born from the amazingly long-lived Transformers toy lineup.

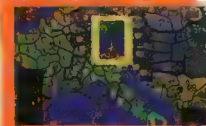
Frogger



Hasbro Interactive

Why did the frog cross the road? To cash in on the retro-gaming craze, of course.

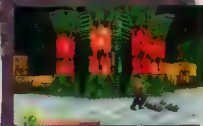
Risk



Hasbro Interactive

The granddaddy of all war games goes in tact for the 1990s.

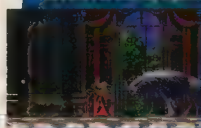
Wild 9's



Interplay

This frequently delayed action/shooter continues to proceed in a jargon-free nose.

Castlemania: Symphony of the Night



Konami

Duke is back in what may be the finest 2D platform game of all time. If you have a PlayStation, you must have this game.



Dynasty Warriors



Koe

Honour of the Three Kingdoms' righter with more strategy than most.



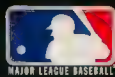
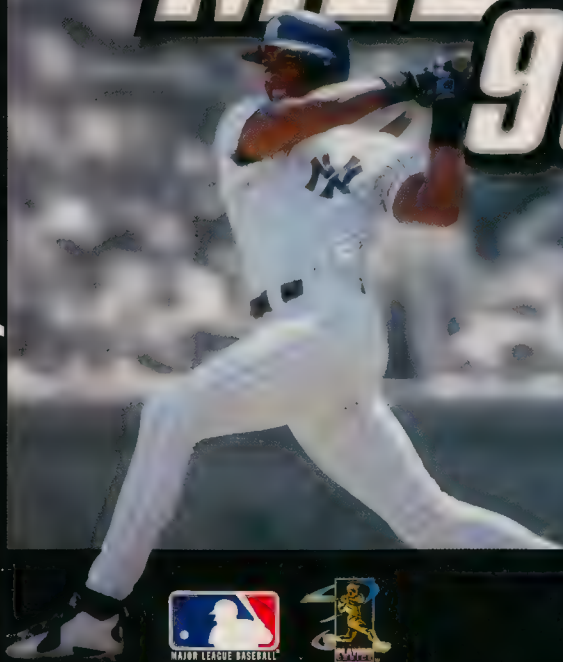
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E3

Seen & Heard



Companies find a hundred different ways to grab our attention.



Fighting Force's Hawk finds a Christmas present for his dog...



...and one for himself.



Konami
This game is widely regarded as one of the greatest soccer titles yet.



Konami
Talk about a blast from the past! This one has two arcade classics for the price of one.



Konami
The original developers return for this PlayStation update of the NES classic.



Konami
One of the first polygonal sports titles returns for a grade from Konami.



Konami
Hoop it up with the NBA. First in Konami's third sequential trilogy.



A looping tape of this title tranced visitors to Konami's booth throughout the show.



Konami
Konami's character based puzzle game bears some resemblance to Bomberman.



LucasArts
The game that answers the burning question "Who would win in a fight, Leia or Chewie?"



Konami
Atlanta was the perfect site to debut this multi-event sports title.



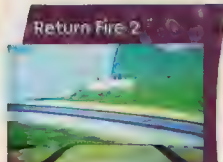
Malofilm Interactive
The masters of animated FMV create their first 3-D adventure starring a devilish hero.



Players have the option of fighting with or without weapons for added strategy.



MGM Interactive
Inhabit disabled mechs in MGM's high-tech, multi-tiered action/shooter.



MGM Interactive
Play this explosive sequel from either a top-down or the new first-person perspective.



Midway
Fans of Area 51 will have a blast playing this adaptation of the arcade shooter.



Midway
Learn the origins of everybody's favorite Lin Kuei ninja in this side scrolling fighter.

Available
August 21

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EXCALIBUR 2555 AD

Journey to the far future to save the distant past.
Battle hand-to-hand. Solve intriguing puzzles.
Wield powerful magic. Explore a huge 3D world.
Your mission: retrieve the legendary sword
Excalibur.

Featuring over 200 locations, 60 different
characters, full speech, and incredible realistic
light-sourcing, Excalibur 2555 is an absolute epic.

"...could well do for 3D action adventures what
Tomb Raider did for 3D platformers"

— *Edge*

"Excalibur 2555 is one of the most unique
3D games ever... a really, really cool game"

— *Diehard Gamerfan*



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E3

Seen & Heard



A giant metal mech looms over attendees at the Activision booth.



Psychosis exhibits their European roots with a rave-style booth.



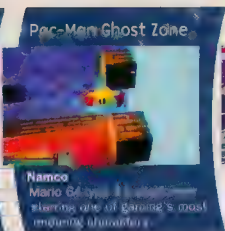
Bruce Willis, two stories tall. It's the stuff nightmares are made of.



Klonoa

Namco

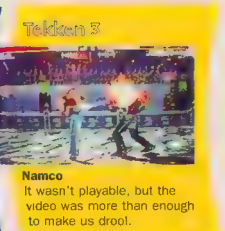
A Pendulous Pendulum 3-D puzzle featuring the antics of a humorous clown.



Pac-Man Ghost Zone

Namco

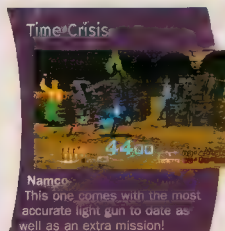
Mario Galaxy 3-D puzzle featuring the antics of a humorous clown.



Tekken 3

Namco

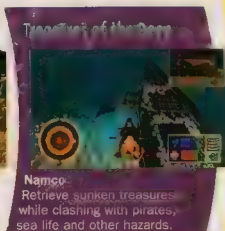
It wasn't playable, but the video was more than enough to make us drool.



Time Crisis

Namco

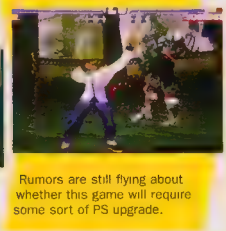
This one comes with the most accurate light gun to date as well as an extra mission!



Treasures of the Deep

Namco

Retrieve sunken treasures while clashing with pirates, sea life and other hazards.



Rumors are still flying about whether this game will require some sort of PS upgrade.



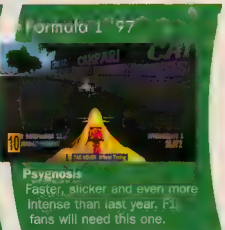
MX

Playmates Interactive Ent.
Shiny's quirky PC blockbuster dives headlong onto the PlayStation.



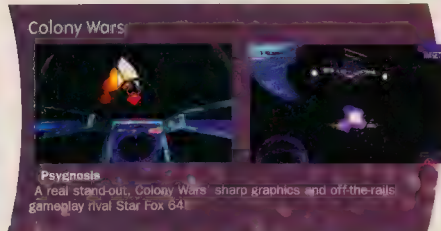
VMX Racing

Playmates Interactive Ent.
It's a moto time! Great analog control and huge jumps make this one a winner.



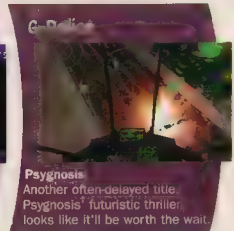
Formula 1 '97

Psychosis
Faster, slicker, and even more intense than last year. F1 fans will need this one.



Colony Wars

Psychosis
A real stand-out, Colony Wars' sharp graphics and off-the-rails gameplay rival Star Fox 64.



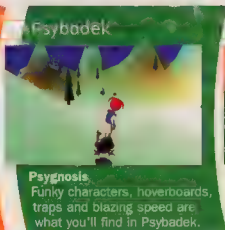
G-Police

Psychosis
Another often-delayed title, Psychosis' futuristic thriller looks like it'll be worth the wait.



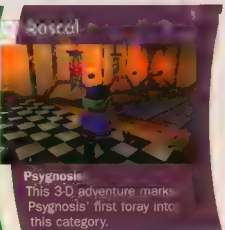
Overboard

Psychosis
Psychosis could score a winner here with this mermaid puzzle/action game.



Psybadek

Psychosis
Fun! characters, hoverboards, traps and blazing speed are what you'll find in Psybadek.



Koscol

Psychosis
This 3-D adventure marks Psychosis' first foray into this category.

INTRODUCING A COLLECTION OF GAMES THAT LAUGHS IN THE FACE OF TECHNOLOGY.

PAC-LAND

ISHTAR

ASSAULT

源平討魔伝
THE GENJI AND
THE HEIKE CLANS

ORDYNE

ALAS, VIDEO GAMING TECHNOLOGY.

IT KEEPS GETTING UPDATED AND
OUTDATED FASTER AND FASTER.

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AND THE MUSEUM COLLECTION, VOLUME 4.

FIVE STATE-OF-THE ART (WELL, MAYBE TEN YEARS

AGO) GAMES BASED ON THE PRINCIPLE THAT FUN NEVER GOES OUT

OF STYLE. PAC-LAND - A WILD AND CRAZY PAC-MAN ADVENTURE. ASSAULT -

THE TANK WARFARE CLASSIC. ORDYNE - AN INTENSE, RAPID FIRE

SHOOTER FROM THE ARCADES. PLUS, THE RETURN OF

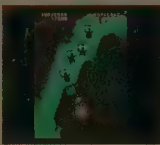
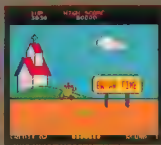
ISHTAR, AND THE GENJI AND THE HEIKE CLANS, EACH

ONE AN ABSOLUTE BLAST. GO AHEAD AND PLAY IT FOR

YOURSELF. JUST DON'T BE SURPRISED IF YOU'RE SOON

LAUGHING IN THE FACE OF TECHNOLOGY, TOO.

← { GREAT GAMES HAVE NEVER HAD TO BE HIGH-TECH TO BE HIGH-FUN. }



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E3

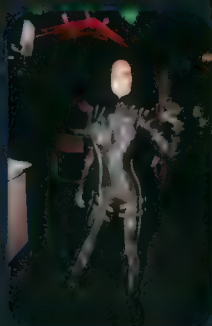
Seen & Heard



Hasbro invites a few friends to show off their Star Wars Monopoly.



"Hello, I'd like to order an 'E' pleads ZDVGG's Amy Dello.



Security guards are on hand to keep rowdiness to a minimum.



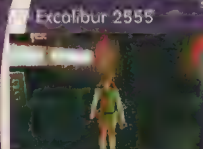
Shadow Master

Sony
(working title)
A hot brawler reminiscent of previous Sega arcade hits.



Excolibur 2555

Psygnosis
This intense
Tunnel B.T. character-based
Colony Wars on the ground.



Sir-Tech

A lomo-collecting
swords and sorcery setting a
comely young lass.



Wreckin' Crew

This one was in the running for Game of the Show due to its blazing gameplay.



Remixed Core

Sony
Destroy renegade
fun and profit in this Virtual
Olympic shooter.



Bushido Blade

Sony
"Grab a mop, there's gonna be guts on the ceiling," warns Earth's self-appointed savior.



C.A.R.T. World Series

An actual sword fighting simulator, Bushido Blade is the most original brawler in ages.



Cool Boarders 2

Like Bushido Blade, you can run anywhere you want in this gothic slash-fest.



Psygnosis

Speedy gameplay sets C.A.R.T. up as a contender in the world of video racing.



Excolibur 2

A contender for Game of the Show, Excolibur 2 is stunning as it was fun to play.



Final Fantasy VII

We can sum this one up in three words: Reserve yours 'trley'.



Cool Boarders 2

14 new courses and two-player split-screen racing make Cool Boarders 2 a must-have title.



Exodus

Picture Nanotek Warrior with fully articulated mechs, and you'll be on the right track.



Final Fantasy VII

We can sum this one up in three words: Reserve yours 'trley'.

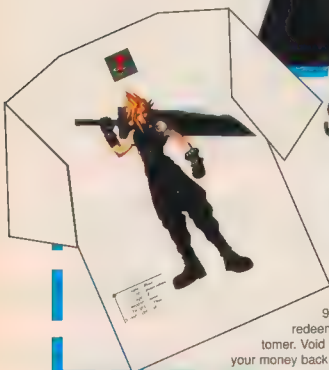
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E3

Seen & Heard



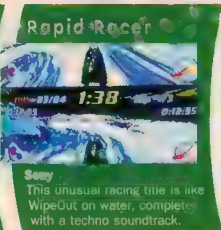
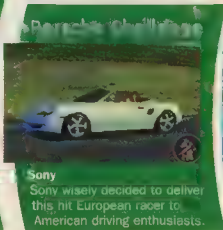
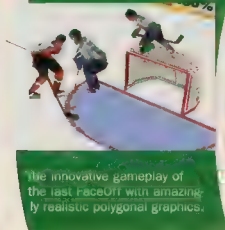
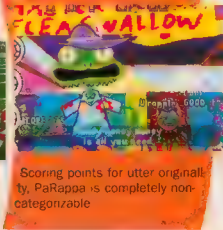
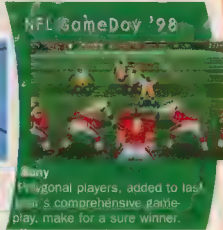
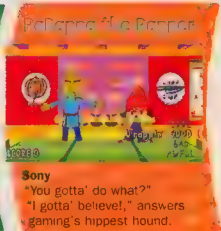
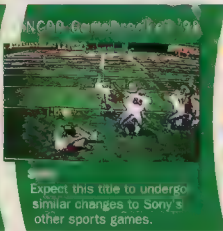
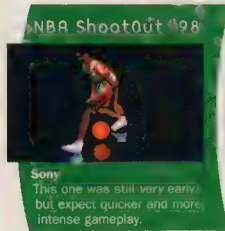
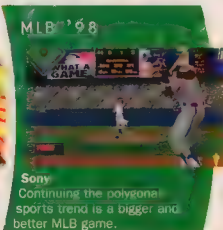
Umm... yeah.



Lego Boy screams for attention in the main hallway. By the last day, we're ready to scream back.



Futuristic launch tubes guide the press around the Sony booth.



THE SONY Party

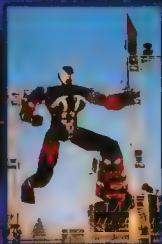
On Friday night, June 20, Sony threw what was to be the most impressive party of the entire show. In an amazing display of monetary resources, the company rented out an entire parking garage, converting it into buffet room, concert hall, and open bar for a few hundred of their closest friends.

The three levels of the venue were divided into three distinct areas. On the open-air top level was a giant stage which, word soon got around, was to host alternative rockers Soul Asylum as the night wore on. The middle level consisted mainly of food tables and bars, while the lower level was a combination living room—complete with couches, televisions, and, of course, PlayStations—and full-service sushi bar (much to the delight of *P.S.X.* Managing Editor Dindo Perez).

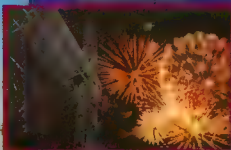
Once a respectable number of people had arrived, it was time for the festivities to truly begin. The completion of a short speech by a Sony executive was the cue for a spectacular fireworks display, which led into a lengthy performance by Soul Asylum (which was capped off by a stirring rendition of "Rhinestone Cowboy"). All in all, it was a night to remember, and one of the highlights of an amazing show.



Playing for a group of suited corporate types didn't seem to faze the guys in Soul Asylum.



Familiar figures greeted attendees of the event.



The giant stage showed that Sony didn't intend to fool around.

When he asks for a donut,



E3

Seen & Heard



Editor Joe Rybicki gets a little too excited around celebrities...



...but to PaRappa the Rapper, it's all part of a day's work.



Still, even Hip-Hop Hounds have been known to get a little crazy.



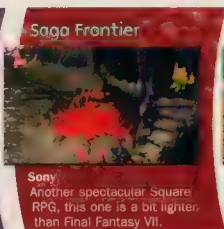
Lo Wang says, "You no fight well with hands. Try head!"



Spawn: the Eternal

Sony

Think of it as Tomb Raider meets Tekken 2 in a very, very dark alley.



Saga Frontier

Sony

Another spectacular Square RPG, this one is a bit lighter than Final Fantasy VII.



Steel Reign

Sony

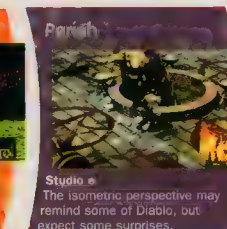
Pilot three futuristic tanks on a variety of dangerous missions. Great analog control.



When the Music Plays

Tecmo

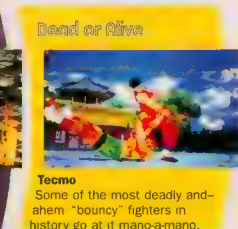
Use music CDs to breed and fight your own monsters in this runaway Japanese hit.



Perish

Studio 6

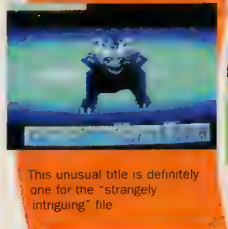
The isometric perspective may remind some of Diablo, but expect some surprises.



Dead or Alive

Tecmo

Some of the most deadly and ahem "bouncy" fighters in history go at it mano-a-mano.



This unusual title is definitely one for the "strangely intriguing" file



Gallop Racer

Tecmo

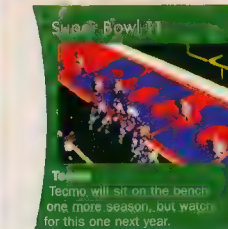
The "sport of kings" is finally affordable. Breed and race your own thoroughbreds.



Stackers

Tecmo

If you liked the combo action of Super Puzzle Fighter, you'll love Stackers.



Swim Bowl

Te

Tecmo will sit on the bench one more season, but water for this one next year.



Ghost in the Shell

T HQ

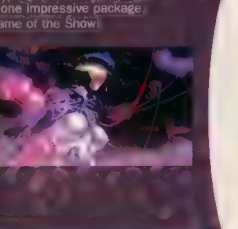
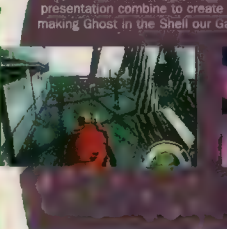
This unusual 3-D shooter allows you to slide up walls and even hang upside-down. Interspersed with the gameplay are anime sequences drawn especially for the game. Gameplay and presentation combine to create one impressive package making Ghost in the Shell our Game of the Show.



Bravo Air Race

Tecmo

An unusual airborne racer, this one was charming in spite of its dated appearance.



E3

AFTER DARK

The guests of honor at Activision's party held at Planet Hollywood: Atlanta, were Apocalypse stars Bruce Willis and alterna-rocker POE.



Bruce, visibly weary from a day of location shooting in Chicago, had to contend with some off-the-wall questions from the gaming press.

Newcomer POE was surprisingly poised during the press conference; however, her performance during a brief set with her band was even more inspired.



To promote their latest title, T+HQ held a live wrestling event in the atrium of the CNN Center, located across the street from the Georgia World Congress Center.

In the twilight (or twilight) of the show, grappler Johnny Swinger threatened to "knock out all three teeth" of a portly female ringside observer.



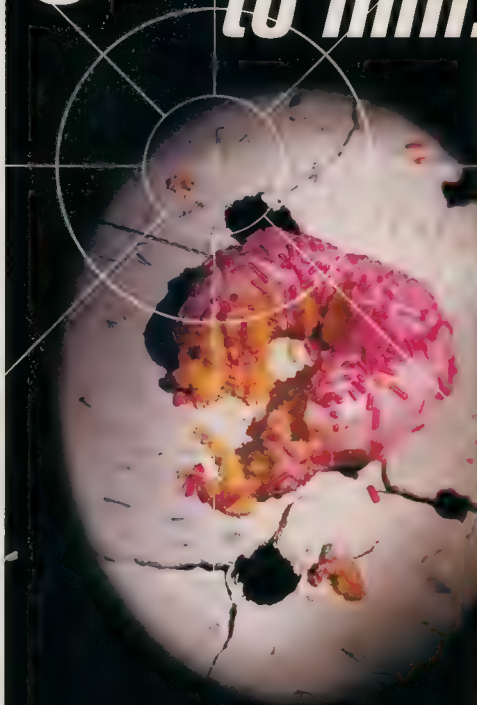
New P.S.X. editor in chief Wataru Maruyama had his hands full at Eidos' "after-hours, shindig," held at a stately Atlanta mansion.

Luscious Jackson burned through a hit-filled set later in the evening. Note: You haven't lived until you've seen 40-year-old guys in suits pogo!



RP
RATED
PARENTS
STRONGLY
CAUTIONED

give it to him.



SP

4.POLICE

PSYGNOSIS

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E3

Seen & Heard

The SONY Booth



Sony's booth was a key area at E3. Populated with high-tech displays, puzzling catwalks and dozens of new games, the booth was as exciting to visit as it was difficult to leave.

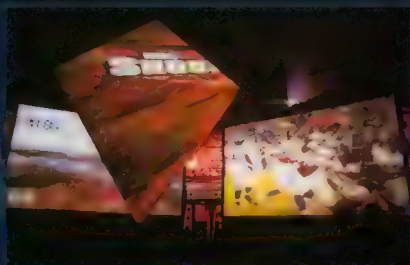


A fog-spewing Blasto rocket reportedly leaked questionable substances on one attendee, but the problem was quickly remedied.

BIG was a recurring theme for much of E3, and Sony was no exception.



A huge animated Crash heckled passers-by with uncanny accuracy.



A giant space-age video room showed off Sony's hottest new titles.

Va.



T+HQ

A fighting game with extremely unusual characters, like a pimp and a street mime.

WCW Nitro



T+HQ

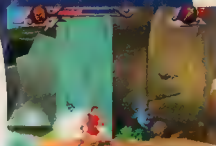
The hottest show on cable explodes on the PS, but does it have The Worm?!

Hercules



Virgin Interactive

Virgin and Disney team up to deliver a platformer of epic proportions.



Top-notch graphics and solid gameplay marked Hercules as a highlight of the show.

NHL PowerPlay



Virgin Interactive

Virgin's sports division prepares the latest in their PowerPlay series.

- [illegible]

- 2** **SPORTS** **VIDEO GAMES** **ESSENTIAL**
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HUGE
Race Season
Greg Maddux
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the making of VR Baseball!

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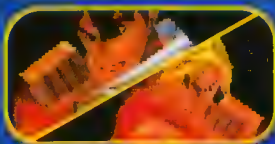
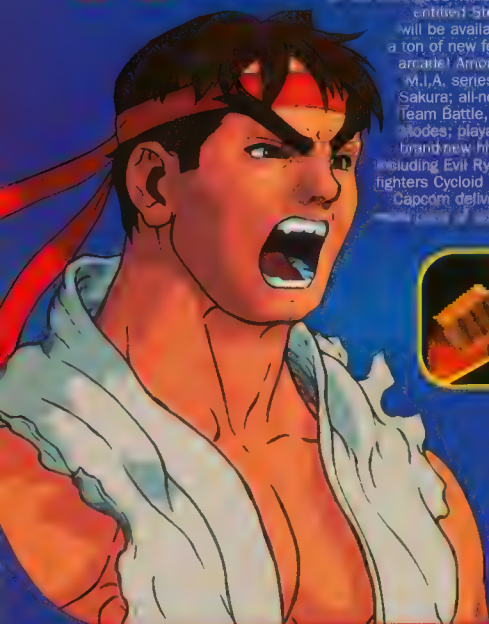
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STREET FIGHTER plus EX

Although Street Fighter EX, Capcom's all-polygonal update of their flagship fighting game, was nicely designed and certainly did the series justice, poor distribution hindered the success of the game in American markets. For all of you who may have missed

the good news: the Playstation version, entitled Street Fighter EX Plus Alpha, will be available by Christmas, and it has a ton of new features not found in the arcade! Among the additions are M.I.A. series favorites Dhalsim and Sakura; all-new play modes including Team Battle, Practice and Survival modes; playable Bosses; plus brand-new hidden characters, including Evil Ryu, Evil Hokuto and fighters Cycloid B and Cycloid Gamma! Capcom delivers all of this for a superb price.



Legend

P Any Punch Button

K Any Kick Button

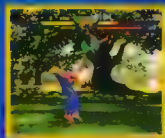
Hold D-Pad

W Weak Punch or Kick

F Fierce Punch or Kick



Hadoken	W F + P
Shoryuken	W F + P
Hurricane Kick	W F + K
Super Hadoken	W F + P
Super Shoryuken	W F + K
Super Kick Attack	W F + K
Raging Sakura	W W F P

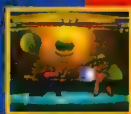


SAKURA





- Hadoken ♦♦♦♦♦ + P
 Shoryuken ♦♦♦♦♦ + P
 Hurricane Kick ♦♦♦♦♦ + K
 Super Hadoken ♦♦♦♦♦♦♦♦♦♦ + P
 Super Hurricane ♦♦♦♦♦♦♦♦♦♦ + K



RYU



AKUMA



- Thousand Kick Strike R repeatedly
 Spinning Star Kick ♦♦♦♦♦ + K
 Flip Kick ♦♦♦♦♦ + K
 Kikou Shyou ♦♦♦♦♦♦♦♦♦♦ + P
 Seretsukyaku ♦♦♦♦♦♦♦♦♦♦ + K



CHUN-LI

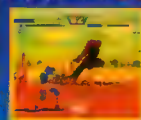


- Hadoken ♦♦♦♦♦ + P
 Shoryuken ♦♦♦♦♦ + P
 Hurricane Kick ♦♦♦♦♦ + K
 Super Shoryuken ♦♦♦♦♦♦♦♦♦♦ + P
 Super Dragon ♦♦♦♦♦♦♦♦♦♦ + K



KEN

- Fireball ♦♦♦♦♦ + P
 Uppercut ♦♦♦♦♦ + P
 Demon Fire ♦♦♦♦♦♦♦♦♦♦ + P
 Air Fireball ♦♦♦♦♦ + P (in air)
 Roll ♦♦♦♦♦ + K
 Super Fire ♦♦♦♦♦♦♦♦♦♦ + P
 Super Uppercut ♦♦♦♦♦♦♦♦♦♦ + P
 Super Air ♦♦♦♦♦♦♦♦♦♦ + P
 Raging Demon W W W K F



- Double Lariat P P P press all 3 punches simultaneously
 Screw Piledriver ♦♦♦♦♦♦♦♦♦♦ + P
 Russian Suplex ♦♦♦♦♦♦♦♦♦♦ + K
 Quick Double Lariat K K press all 3 kicks simultaneously
 Atomic Buster ♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦ + P
 Super Stomping ♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦ + K



ZANGIEF



- Yoga Fire ♦♦♦♦♦ + P
 Yoga Flame ♦♦♦♦♦ + P
 Yoga Blast ♦♦♦♦♦ + K
 Yoga Inferno ♦♦♦♦♦♦♦♦♦♦ + P
 Yoga Drill Kick ♦♦♦♦♦♦♦♦♦♦ + K
 Yoga Legend ♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦ + K



DHALSIM

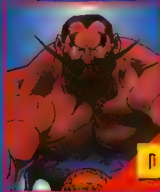


- Sonic Boom ♦♦♦♦♦ + P
 Somersault Kick ♦♦♦♦♦ + K
 Opening Gambit ♦♦♦♦♦♦♦♦♦♦ + P
 Double Somersault Kick ♦♦♦♦♦♦♦♦♦♦ + K

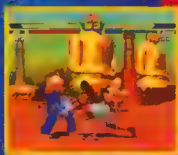


GUILE

STRATEGY Xtra



- Lariat ♦ ♦ ♦ + P
- Garghea DDT ♦ ♦ ♦ + K
- Brahma Bomb ♦ ♦ ♦ ♦ ♦ + P
- Isdera Bash ♦ ♦ ♦ ♦ ♦ + K
- Paran Catch ♦ ♦ ♦ + P
- Super Lariat ♦ ♦ ♦ ♦ ♦ + P
- Super Isdera ♦ ♦ ♦ ♦ ♦ + K
- Ultra Bomb ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ + K



DARUN



- Skullohead ♦ ♦ ♦ + P
- Skullocrusher ♦ ♦ ♦ + P
- Skulloslider ♦ ♦ ♦ + K
- Skulldiver ♦ ♦ ♦ + P
- Skullknache ♦ ♦ ♦ + K
- S. Skullocrusher ♦ ♦ ♦ ♦ ♦ + P
- S. Skulloslider ♦ ♦ ♦ ♦ ♦ + K
- Skulldream W W W W P



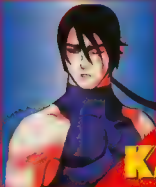
SKULLOMANIA



- Shinki Hateudo ♦ ♦ ♦ + P
- Maryureko ♦ ♦ ♦ + P
- Moryukasen ♦ ♦ ♦ + K
- S. Shinki Hateudo ♦ ♦ ♦ ♦ ♦ + P
- Sairoukyashu ♦ ♦ ♦ ♦ ♦ + P
- Garyumesu ♦ ♦ ♦ ♦ ♦ + K
- Hyu Jarenbu W W W W P

C. JACK

- Dash Straight ♦ ♦ ♦ + P
- Dash Upper ♦ ♦ ♦ + K
- Final Punch P P P charge all punches
- Bullying Hero ♦ ♦ ♦ ♦ ♦ + P
- Soccer Ball Kick ♦ ♦ ♦ ♦ ♦ + K
- Crazy Jack ♦ ♦ ♦ ♦ ♦ + P
- Hone Run Hero ♦ ♦ ♦ ♦ ♦ + P
- Raging Buffalo ♦ ♦ ♦ ♦ ♦ + K



KAIRI

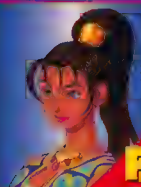


- Jyazan ♦ ♦ ♦ + P
- Jyaga ♦ ♦ ♦ + P
- Raiga ♦ ♦ ♦ + K
- Gauga ♦ ♦ ♦ ♦ ♦ + K
- Kienbu ♦ ♦ ♦ ♦ ♦ + P
- Kienahyou ♦ ♦ ♦ ♦ ♦ + P



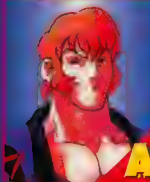
GARUDA





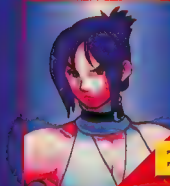
- Pullum Kick ◆◆◆ + K
- Tunnel Kick ◆◆◆ + K
- Grill Kick ◆◆◆ + K
- Lesar Kana ◆◆◆◆◆ + K
- Plack Ram ◆◆◆◆◆ + K

PULLUM



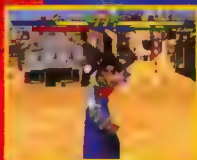
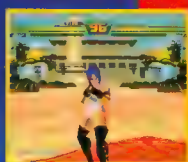
- Soul Force ◆◆◆ + P
- Rising Dragon ◆◆◆ + P
- Justice Fist ◆◆◆ + P
- Fire Force ◆◆◆◆◆ + P
- Triple Break ◆◆◆◆◆ + K

ALLEN



- Lighting Knee ◆◆◆ + K
- Short Kick ◆◆◆ + K
- Sliding Arrow ◆◆◆ + K
- Short Upper ◆◆◆ + P
- Mirase Combu ◆◆◆◆◆ + P
- Spin Side Short ◆◆◆◆◆ + K

BLAIR

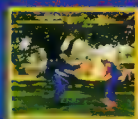


- Chusekhou ◆◆◆ + P
- Shinkusoki ◆◆◆ + P
- Shikyakusoki ◆◆◆ + K
- Kireneki ◆◆◆◆◆ + P
- Kyakuhouki ◆◆◆◆◆ + K

HOKOTU



- Kill Blade ◆◆◆ + P
- Dark Wire ◆◆◆ + P
- Dark Spark P
- Dark Hold ◆ P
- Explosive ◆◆◆◆◆ + K
- Kill Trap ◆◆◆◆◆ + P
- Dark Circle ◆◆◆◆◆ + K



D. DARK



- Knee Press Nightmare ◆◆◆◆◆ + K
- Head Press ◆◆◆ + K
- Somersault Skull Diver P During Head Press
- Psycho Cannon ◆◆◆◆◆ + P
- Psycho Crusher ◆◆◆ + P
- Double Knee Press ◆◆◆ + K



M. BISON





D

isney's Hercules (besides being one of Disney's greatest animated films) is easily one of the most impressive-looking console titles ever released. What some may find surprising is that the gameplay is also quite solid. This means a number of secrets, puzzles and other challenges that may not become apparent even with careful scrutiny of each level. This strategy guide is designed to help you reach some of the more obscure hidden items, like the Hercules letters, which offer a free continue for each complete set and the password vases, which are the only other way to preserve your progress in the game. We also include some general strategies to put you on the right track to finding every single item in the game. Happy adventuring!



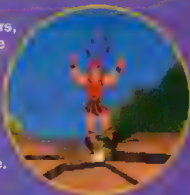
YOUR
BASIC
D.I.D.

(*Damsel in Distress)



The first two letters and a lot of coins can be found above the hanging platforms. Use your Mid-Air Ground Slam (X and down) a few times to clear out the dummies.

More letters, coins and some password vases can be found beneath collapsible floors on top of the cliffs. Watch for irregularities in the ground, and use your Ground Slam to break through. Watch for similar areas in many other levels in the game.



To destroy the birds that plague this level and the Centaur's Forest, swing the lightning sword in an arc to clear the air. If you run out of charges, wait for the birds to dive rather than jumping to attack.

The hero's gauntlet

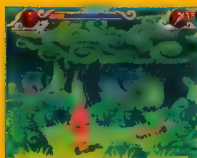


The last way to finish with Hades is to jump through the flaming hoops. The hoops are in the path of the hero. The hero must jump through the hoops. The hoops are in the path of the hero. The hoops are in the path of the hero.

Jump through the flaming hoops to pick up some choice goodies. Simply wait until the last possible moment and then jump straight up. Be careful not to press up on the control pad, however, or you'll take some serious damage from the flames.



The centaur's forest

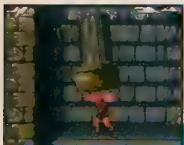


The forest is full of hidden areas. Check for letters hidden in trees at the start of the level. Also, look for unmarked paths that lead to goodies in the far back- or foreground.

To defeat the Centaur Boss, stand on the ledge and jump over his attacks. Take small, well-timed jumps so you don't get hit. Once he swings four or five times, he'll wander away. Jump onto his back to wear his power down, then wallop him!



The big olive



The many stairways in Thebes make for many possible paths to the end. Backtrack often to find every item. Use



this giant block to defeat the Minotaur, and pick up a stray pillar piece to reach the final password vase. Watch out for flaming cats.

There's a lot of things to watch out for in this level. You'll find a lot of things to watch out for. You'll find a lot of things to watch out for. You'll find a lot of things to watch out for.



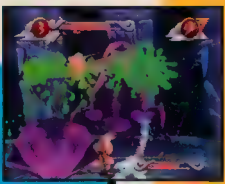

The Harpies can be frustrating, since they always seem to descend on the level farthest from you. Use the lightning sword to clear as many as possible. If you run out of charges, there's an extra one in the rightmost arch.





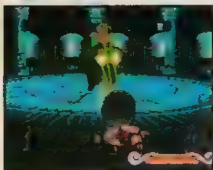
The Hydra Canyon

Just before reaching some of the levels of the Hydra Canyon, you will find a mirror under a tent. When you go back, you will find it empty. To attack you, watch the ground. Behind the mirror, the Hydra Canyon will appear. You can see the Hydra Canyon. You can see the Hydra Canyon. You can see the Hydra Canyon.

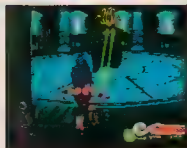



Medusa's Lair

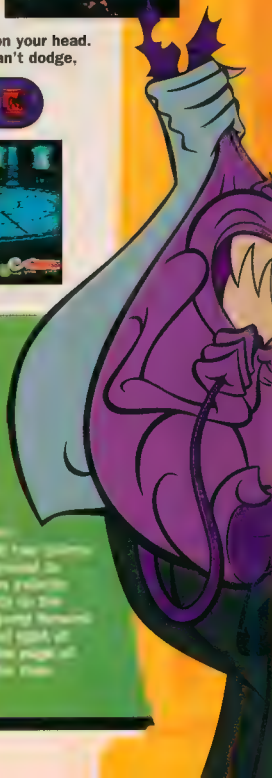
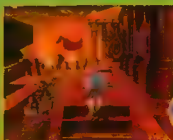
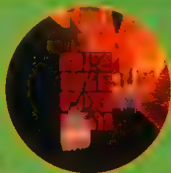
Defeating Medusa is pretty straightforward. Stand behind a pillar so that she hits it with her deadly stare. It will collapse, dropping a mirror to the ground. Hide behind the mirror and she'll try to attack you again, frying herself in the process. If she slams the ground, though, it will bring rocks down on your head. Attack the ones you can't dodge.



Medusa's venomous Spitting Snake attack can be the most deadly weapon in her arsenal if you're not careful. As soon as she attacks this way, begin running to one side. Listen for a projectile to get close, then jump over it as soon as it appears on screen. Reverse directions and repeat.



cyclops attack



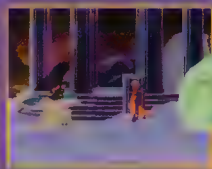
titan flight



The humans on this level are extremely weak. Like in the hubbies of this horror, at the start of the level to pick up your first lightning sword, hold down the attack and jump button and down to your whole group of the strong friends.



Along the bottom of the screen are different goals which drop all sorts of goodies if you free them. These can help you survive the intense heat.



Along the bottom of the screen for the goals of the level will show that you have the most time to collect falling items. However, keep an eye out for other enemies.

passageways of eternal torment

The most difficult "chase" level requires frequent shifts in strategy. Stay at the

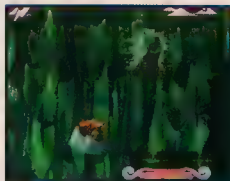
default speeds whenever things are falling from the ceiling. This will give you the best opportunity to dodge them.

Jump high to cross the many pits; if it seems like you're not going to make

it, try to move to the side. This will often allow you to land on the solid ground bounding the pit.



vortex of souls



The final confrontation between humans with the boss. The boss is a large, multi-headed dragon. The boss is a large, multi-headed dragon. The boss is a large, multi-headed dragon.



Tricks of the trade

by Dave Malec

Do you have a trick or want a tip on your favorite game? Let us know—write us at:



Tricks of the Trade
1920 Highland Ave.
Lombard, IL 60148

Robotron X

Many times you have to collect a certain amount of items or kill off enemies to gain special power-ups. There must be an easier way to get those items. Here are the key combinations to most of the power-ups in the game. Just enter them while playing within your game.

For the **Famethrower** enter: Down, Right, Down, Right, Circle.

For the **Pulse Wave** enter: Up, Circle, Down, Right, Square.

For the **Speed Boost** enter: Left, Left, Right, Right, Triangle.

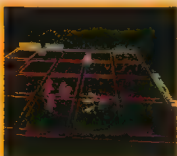


For the **Shield** enter: Down, Left, Square, Circle.

For the **Two-Way Weapon** enter: Up, Triangle, Up, Triangle.

For the **Three-Way Weapon** enter: Right, Right, Square, X.

For the **Four-Way Weapon** enter: Down, Down, Up, Circle.



Thunder Truck Rally



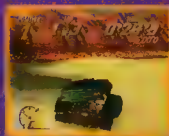
Game Cheats

Here are a few codes to enter before you take your favorite monster truck to the track. To access them, go to the Main Menu Screen and enter the following for various results.

For **Big Trucks** enter: L1, R2, L2, R1 and Up. Then L4 with your race and your truck will have a new shape!

For **No Damage** enter: Left, Left, Left, Left, Up, Down, L1 and R2. Then begin your race without any worries of breaking down on the track!

For **Super Car** enter: L2, Left, Right, Up, Down, R2. Then begin your race and zoom ahead to first position!



Die Hard Trilogy

Roswell Code

There have been many codes for this game, but certainly none like this! This code is called the Roswell code, which will turn your level into an alien funfest! To access it, just go to the Central Park level within Die Hard With a Vengeance stage. If you don't have the password handy, enter this at the Password Screen:

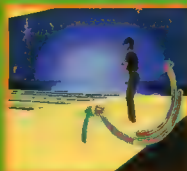
XJ1GFT17XMLG9
T74XMLD3K72X!
LG82RC8VMZKSH
HXWQZWM7GVHSJ

Then after beginning this level, hit Start to pause and go to "Quit." Hold R2 and press Right, Square, Triangle, Down, X, X, X. You should then see the "Roswell" Screen. Return into the level and take notice of all the changes!



Ten Pin Alley

Roswell-Off Code



Taunt Cheat



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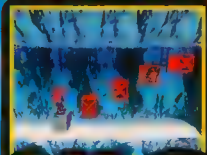
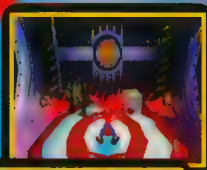


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**CRASH
BANDICOOT 2**
**More Marsupial
Madness**

Wild Arms

255 Item Cheat

This trick will give you 255 duplicates of the items in your inventory. There are a few different ways to do this trick, depending on the number of items you have. During battle, access the "Right" icon and then choose the "Item" icon after that. Pick the item you want to duplicate and make sure you only have one of that item. Now, make your first character (Rudy) use a Heal Berry. Have the next character (Jack) also use a Heal Berry. Have the third character (Cecilia) go into the Item Screen and switch the position of the Heal Berry with the item that you want duplicated. After you do this, exit the screen and choose the "Defend" icon.



The battle will start. After the battle is over, go back into your items and you will see that you have 255 of the item you switched with the Heal Berry. If you have more than one item, but you want 255 of that item, do the trick this way: When it's your turn in the battle, have your first character use a Heal Berry. Make your second character go into the Item Screen and switch the Heal Berry with the item you want to duplicate. Then exit the screen and choose the "Defend" icon. Have your third character just choose the "Defend" icon. After the battle is over, go back into your items and the item you wanted duplicated will be missing and replaced with an empty slot. Do the trick once again for the next battle, but this time, have the second character put the Heal Berry in the empty slot. After the battle ends, go into your items and you'll have 255 of that item. Also, to get 255 Heal Berries, do the trick as you would if you wanted to duplicate an item that had more than one. But this time, put the Heal Berry in an empty space below the other items, and do the trick.



Hidden Items

For now, here are some hidden goodies that have been discovered on CD #1:

MechWarrior II: unlimited ammo code: At the Main Menu, hold the Square, Triangle and Circle buttons simultaneously and then press X.

K-1 The Arena Fighters: combo moves: At the Main Menu, hold L1, R1 and R2. Then press L2.

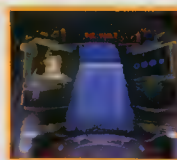
Preview of Intelligent Cube: Inside the Imports Screen, press Square, Triangle and Circle at the same time rapidly.

Twisted Metal 2 fan: Inside the Download Screen, hold all four top L and R buttons simultaneously. With these held, press and hold Triangle and Circle. With all of these held, press Square.

Game tester picture: Inside the Research and Development Screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.

Blasto remark: Inside the Tech Q & A Screen, press Square, Triangle and Circle at the same time.

Peak Performance code: Inside the Bulletins Screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.



Codename: Tenka

All Weapons/Level Warp

In the game, press L1 to pause within your game and enter these incredible codes.

All Weapons: Hold L1 and press Triangle, R1, Triangle, Square, R1, Circle, Square, Square. Then release L1.

Level Warp: Hold L2 and press Circle, Circle, Square, Triangle, R1, Square, Triangle, Circle. Then release L2.



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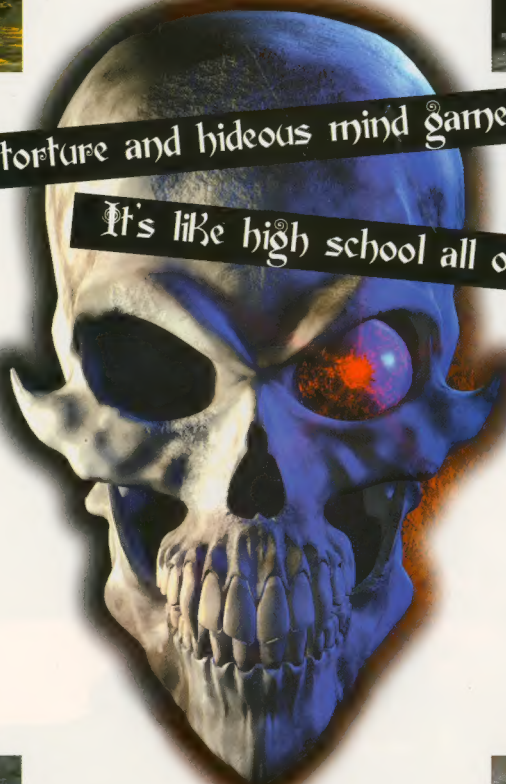


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